

# **Troika!**

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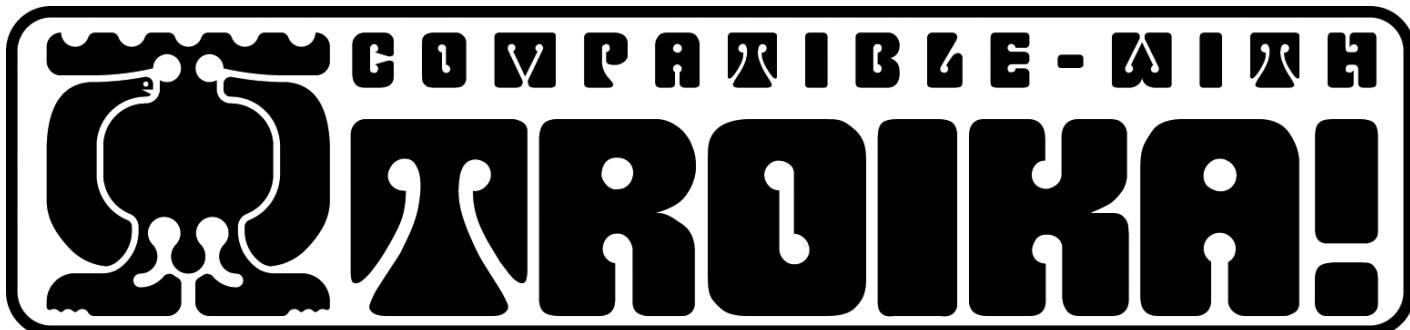
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- [Troika! Community Jam: Bestiary 2024](#)

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# **Bestiary**



# Agitated Chequerman of the Halls of Karpo

SKILL: 8  
STAMINA: 8  
INITIATIVE: 4  
ARMOUR: 2

Caleb Nelson

[Troika! Community Jam: Bestiary 2024]

A starkly contrasting colorless figure, hailing from a dimension that is incompatible with ours. Finely clothed in abstract shades of reality, weaponized with harsh logic and unreality. Its head resembles an object, and a prism, and a geometric shape, and an abstract concept, and a body part, all at once.

## Special

The Chequerman has the ability to flicker, instantaneously teleporting a relatively redundant distance away at will. This process is not silent by any means.

In place of standard provisions, the Chequerman can consume colour itself, reducing objects to a stark black-and-white facsimile of its former vibrant self, though this process is incredibly nauseating.

Unreality

1	2	3	4	5	6	7+
4	6	6	8	8	10	12

Mien

1	Paradoxical
2	Resolute
3	Foolish
4	Temporal
5	Observant
6	Curious

**SKILL: 6**  
**STAMINA: 12**

**INITIATIVE: 2**

**ARMOUR: 3**

# Animated Doodle

[Jonah White](#)

[\[Troika! Community Jam: Bestiary 2024\]](#)

## MODEST BEAST

1	2	3	4	5	6	7+
4	6	6	8	8	10	12

## Mien

1	Bitter
2	Deranged
3	Friendly
4	Overcome with awe
5	Lost and confused
6	Loud and proud

A 2D creature trapped in a 3D world, drawn into existence by an unskilled hand. Given life through an enchanted writing utensil: a pencil, a piece of chalk, or a purple crayon for example.

## Special

As a 2D object, can hide in plain sight by affixing itself to any flat surface, where it appears like graffiti. Capable of crawling through impossibly narrow passages.

# Anti Dumpty

[Diogo Barros and Roque Romero](#)

[[Troika! Community Jam: Bestiary 2024](#)]

SKILL: 8

STAMINA: 14

INITIATIVE: 2

ARMOUR: 1

The Anti Dumpty sat on a wall. In the middle of space. Between the infinitesimal cracks in materiality. For every part has its counterpart: the Anti Dumpty is the evil twin that ate its sibling in the womb. It is a being of antiparticles coalescent into a stygian orb radiating malice.

## Special

When the Anti Dumpty reaches 0 Stamina, it breaks into a thousand little cosmic eggshell pieces. Each individual piece has its own set of eyes and mouth, and the Anti Dumpty's unpleasant persona intact. All the king's horses and all the king's men cannot put them back together.

## Antineutron Beam

1	2	3	4	5	6	7+
4	4	6	8	8	8	10

## Mien

1	Scheming
2	Fuming
3	Quietly humming to itself
4	Mock-mimicking the PCs
5	Uncharacteristically charitable
6	Contrarian



# Awakened Wand

[Awakened Wand](#)

[[Troika! Community Jam: Bestiary 2024](#)]

Magic festers in all things, nothing more so than a wand. Many wizards speculate on the mechanics of wand awakening, many more just scream in frustration as their brand new wand awakens overnight and floats away to locations unknown.

## Special

The wand retains the knowledge of a spell, keeping the ability to channel its effects. Roll on the random spell table to choose which spell the wand has retained.

### Staff

1	2	3	4	5	6	7+
2	4	4	4	4	6	8

### Mien

1	Unassuming
2	Playful
3	Floating Aimlessly
4	Crackling
5	Sinister
6	Violent

# Booger Beast

Booger Beast

[Troika! Community Jam: Bestiary 2024]

Booger Beasts are sprung from the collective amassing of flicked boogers from beneath sofas, church benches and dorm room beds. A large conglomeration of dried, yellow, discharge found basic sentience. These creatures are often harmless, but do carry a deep urge to once more feel the caress of a warm nostril cavity, which put any one running up a fever at great risk. During flu season, many citizens run the risk of being visited by this unwelcomed guest. As the Booger Beast is overcome with childlike glee to return to that which it once came from, the victims head will often burst due to the size of the slimy intruder trying to press itself through the nose.

Rascals who've amassed enough clumps of dried mucus often tame their own slimy steed. Therefore Booger Beasts ridden by runaway boys is not an uncommon occurrence. These raucous duos always find ways to cause all types of mischief.

## Special

In dry and warm environments, the Booger Beast gets crusty, gaining +2 Armor. In wet and humid environments the Booger Beast get moist and slippery gaining +2 Initiative.



**SKILL: 6**

**STAMINA: 14**

**INITIATIVE: 3**

**ARMOUR: 0**

## Slam

1	2	3	4	5	6	7+
4	6	6	8	8	10	12

## Mien

1	Digging
2	Growing
3	Scavenging
4	Missing home
5	Flicking
6	Crusting



# CAULKER

Isla St

[[Troika! Community Jam: Bestiary 2024](#)]

A caulk is a sticky cerise dendritic monster. If you laid its filaments end to end it would be as long as the path of Saint Imogen The Addled through the Entrails of Tremoring. If you collapsed it into a ball it could be swallowed by Small Dog.

**SKILL:** 3  
**STAMINA:** 20  
**INITIATIVE:** 4  
**ARMOUR:** 2

## AS SMALL BEAST

1	2	3	4	5	6	7+
2	2	3	3	4	5	6

Its brain is its body; it is blind but its hearing is perfect and comprehensive. It sleeps in chunks and lives its life sprawled diffusely though compressed spaces. A single caulk may occupy the cracks, gaps and seams of an several city blocks. An unexpectedly low incidence of drafts or leaks is a telltale sign of a resident caulk in your neighbourhood, as is an occasional pink flicker in the peripheral vision.

When a caulk finds itself exposed or driven from a hiding place it will immediately seek to house itself again with any available debris.

## Special

When a caulk experiences self actualisation it falls upwards into the sky with its home.

Mien
1 Preoccupied with expanding its collection of taxidermies
2 Almost entirely sleeping
3 Barely sentient but approving
4 Thoughtlessly cruel like nature
5 Longing
6 Shy

# Cauldron Chelonian

[conlangen](#)

[[Troika! Community Jam: Bestiary 2024](#)]

SKILL: 5  
STAMINA: 16  
INITIATIVE: 1  
ARMOUR: 4

The alchemical masters of House Dargath are often cited as the progenitors of cauldron chelonians, using them as couriers and sentries in their sunken sanctuaries. Upon their introduction into other arcane circles, they caused considerable ire among the warlock covens, describing them as “dull, clumsy, prone to fits of anger.” The perception among wizard hunter factions is much the opposite; their kettle shells being especially tough to crack, making them formidable opponents.

modest beast

1	2	3	4	5	6	7+
4	6	6	8	8	10	12

Mien

1	moaning piteously
2	recoiled
3	patrolling
4	stuck upside down
5	screeching
6	belligerent



# Chromabloom Hypnovine

[Ilias Iovis](#)

[\[Troika! Community Jam: Bestiary 2024\]](#)

A swirling bush-like mass of metallic vines and leaves, shimmering with a chrome-like sheen. Its form is constantly shifting and changing, a mesmerizing shape sparkling with luminescent patterns.

## Special

Anyone who gazes at the Chromabloom Hypnovine's shifting lights must pass a Luck check or become entranced, unable to take any action for 1d6 rounds or until damaged.

**SKILL:** 7

**STAMINA:** 12

**INITIATIVE:** 3

**ARMOUR:** 2

### Vines

1	2	3	4	5	6	7+
4	6	8	8	10	12	14

### Mien

1	Pulsating and dormant
2	Shifting and hostile
3	Coiling and defensive
4	Coiling but mischievous
5	Indifferent
6	Reaching out, aggressive

# Chronovore Aristocrat

[Chronovore Aristocrat by Wilderwhim](#)  
[Troika! Community Jam: Bestiary 2024]

Those darkened beings from beyond the heavens whose eyes burn like starlight. They prey upon the unsuspecting and gorge themselves on bright dreams. Those that have proven themselves in the Court of the Chronovore Primarch are elevated to join his immortal cabal.



**SKILL: 10**  
**STAMINA: 8**  
**INITIATIVE: 3**  
**ARMOUR: 1**

## Special

Chronovores steal latent possibilities from unconscious organisms. When they feast upon the brain waves of an unwitting victim, it erases a possible future timeline from reality. This sustains the Chronovore and restores 1D3 stamina (it also makes Chronovores quite pleased with themselves). Afterwards, the victim (if still living) feels just a little less hopeful about their prospects in life.

### Sword

1	2	3	4	5	6	7+
4	6	6	6	6	8	10

### Mien

1	Starving For Your Potentialities
2	Quite Famished, Truth Be Told
3	Indignant, But Sated
4	Shifty and Restless
5	Delusionally Grand
6	Basking in the Afterglow

**SKILL: 7**  
**STAMINA: 10**

**INITIATIVE: 2** [itsfiyaxx](#)

**ARMOUR: 0** [\[Troika! Community Jam: Bestiary 2024\]](#)

### Knife

1	2	3	4	5	6	7+
2	2	2	2	4	8	10

### Mien

1	Bored
2	Pondering
3	Confused
4	Nervous
5	Paranoid
6	Tired

To any sane observer a Demonic Counterfeir appears to be some guy in a really bad demon costume. A third eye haphazardly drawn on a sticky note and taped to their forefead and their horns a combination of paper mache and a floppy headband. Somehow no one ever seems to question their validity. On the flip side, many can not help but gravitate them. The closest a demon ever comes to respect is when their around. If only they had the drive to do something with this power.

### Special

Demonic Counterfeits can converse with any demon without consequence. Help and answers are always freely given to them.

# Dimensional Rambler

Jarred McDonald

[Troika! Community Jam: Bestiary 2024]

SKILL: 8

STAMINA: 10

INITIATIVE: 4

ARMOUR: 1

Resembling some form of imp or sprite and often found in rundown stores for curios and oddities, the Dimensional Rambler will spout nonsense that trails off into nothing. The mad ramblings serve to confuse adventurers, leaving them vulnerable to be spirited away into one of the many pocket dimensions that, with a snap of its fingers, the Dimensional Rambler has access to. These pocket dimensions are full of shiny trinkets, things that were of the style at the time, and adventurers from times forgotten.

## Special

Special 1-

Any players caught up in the long, laborious ramblings of this creature must roll their Luck, with a score of under half the value of their total current Luck. Unfortunate adventurers are whisked away to another dimension. Players are returned to their own world once the Dimensional Rambler is dealt with.

Special 2-

Every turn the Dimensional Rambler takes, has a 1 in 6 chance (score of 4 on 1D6) of negating any player damage as it phases in and out of dimensions to avoid being interrupted until that players turn is over.

## KNIFE

1	2	3	4	5	6	7+
2	2	2	2	4	8	10

## Mien

1	Rambling
2	Popping in and out of dimensions
3	Contemplative and lost in thought
4	Missing it's youth
5	Sorting through a pile of trinkets
6	Speaking in riddles



# Domesticated Miniature Scraper

Tom Woodland

[Troika! Community Jam: Bestiary 2024]

The domesticated miniature scraper resembles a scaled common garden slug and measures around 1.8m from head to tail with an arm span of 1.5m from barbed scraper to barbed scraper. It is commonly found in employment by Troika's butchers, rapidly slithering around the shop floor and scraping up any offal and viscera with the scraping claw at the end of its 4 sinewy, skeletal arms. It pulls the tidbits towards its foot flange where the food is sucked underneath the body of the Scraper towards its toothy radula and digestive glands to be rapidly digested and absorbed by the intensely acidic ooze which it secretes.

**SKILL: 6**  
**STAMINA: 10**  
**INITIATIVE: 3**  
**ARMOUR: 1**

The aroma of the secretion is likened to citrus and spring meadows. It is pleasant enough and saves its owners a pretty silver penny in mopping the ruddy floors of the abattoir.

## Acid Spit

1	2	3	4	5	6	7+
1	2	3	6	12	13	14

## Mien

1	1. Contentedly Cleaning
2	2. Angered
3	3. Hungry
4	4. Anxious
5	5. Threatened
6	6. Curious

The Scraper was once one of the most feared apex predators to have ever been discovered, but now thanks to the abundance of food in the city and the breakthroughs of Lady Marjoram Bank in selective breeding and her practice of negative reinforcement using the Jolt spell and a hot poker, Scrapers are small and satiated enough to be beloved shop pets and valuable business assets . Only 47 deaths have been attributed to Scrapers in Troika this year and only half of those were paying customers.

## Special

When angered, hungry, anxious, threatened or curious, the Scraper will rise up on its two back arms and lifts its body vertical, exposing its hideous spongey digestive glands and barb toothed radulas. It will then spray acidic ooze and / or fall on its prey, simultaneously grappling them with its boney arms and pulling them into itself. It will then curl into a ball and digest the subject whole.

If a subject is attacked in this manner by the Scraper, they must test their skill or become grappled.

# Dustards

[Hunter Herminath](#)

[[Troika! Community Jam: Bestiary 2024](#)]

SKILL: 5

STAMINA: 3

INITIATIVE: 3

ARMOUR: 0

In the unkempt cellars and dusty corners of Troika, you are likely to find dustards. These cat-sized crustaceous pests fester in smut in order to build up a coat of dust on their bodies which they utilize for triggering their prey's sinuses into secreting mucus (their food source). On their own, they're not a problem that a swift blow with a broom can't fix. However, when they start nesting and begin to double their numbers day by day, that's when you'll have to give up the house. It's essentially theirs now. Their existence exudes dust and annoyance.

## Special

Any attacks from a Dustard will trigger the worst hay fever you have ever experienced. The sudden sneezing fits and mucus flow causes a -1 penalty to Skill until the end of the round. Multiple attacks will stack this effect.

Bite

1	2	3	4	5	6	7+
1	1	1	2	2	3	4

Mien

1	Annoying
2	Dusty
3	Pestering
4	Dusty
5	Dusty
6	Intolerable (and dusty)

# Eye Merchant

[Imad Ottallah](#)

[[Troika! Community Jam: Bestiary 2024](#)]



**SKILL:** 6  
**STAMINA:** 6  
**INITIATIVE:** 1  
**ARMOUR:** 1

## Wicked Scoop Dagger

1	2	3	4	5	6	7+
2	2	2	2	4	8	10

## Mien

1	Spurious
2	Guarded
3	Annoyed
4	Busy
5	Menacing
6	Malicious

# Feathered Automaton Hoarder

[Grooving Gamer](#)

[[Troika! Community Jam: Bestiary 2024](#)]

There was a time when the Order of Heavy Pockets infested the hump back sky, and there wasn't a thing they couldn't take-if they wanted it. Those days have long since past and now only their feathered automatons remain, wandering the spheres and filling their pocket dimensions with anything they can get their talons around.

The automatons look akin to brass skeletons, clad in the feathers of varius birds, primarily the feathers of Magpies-the Order of Heavy Pockets' calling card.



## Special

Armour: Magpie feather cloak

On a hit the affected player must test their luck, on a fail they lose a pocket sized item to the Automatons vortex. A player may test their luck when they land an attack against the automaton in order to instead attempt to retrieve their items from the vortex, on a fail they pull out 1d6 assorted trinkets.

**SKILL:** 6

**STAMINA:** 7

**INITIATIVE:** 2

**ARMOUR:** 1

## Talons

1	2	3	4	5	6	7+
2	2	2	2	4	8	10

## Mien

1	Thieving
2	Merchantile
3	Recently plundered
4	Shaking down a traveller
5	Digging for forgotten treasure
6	Acting oddly defensive



# Ghost Writer

[Stefano Palma](#)

[[Troika! Community Jam: Bestiary 2024](#)]

Large spheres needs tends to generate creatures halfway between life and death, a sort of grim reaper, to facilitate the passage of souls. Most of them tend to be skulliform creatures, usually equipped with some sort of fancy weapon like a scythe and/or fancy vehicle, like a stallion or a flaming motorcycle. In some cases, however, some peculiar spheres, filled of many unspeakable and unthinkable horrors like bureaucracy and tons of rules, may produce a very different creature.

Half ghosts, half demons, half lawyers, less then half mathematicians, these creatures are usually grim, stone cold apparition of law and unbending rules, with the sole purpose of making as difficult as possible escaping death, be it rightful or not.

This particular specimen, however is a peculiar beast even compared to its siblginis. It's not clear if this creature was forcefully exiled or willfully abandoned his post, but a burning (half) soul of an artist made this one, utterly incompatible with its original birthplace, making it to set out in the world looking for fortune and unfortunate souls to expose to its less than stellar writing.

Its appearance can vary, usually some sort of historical or modern attire, strictly human clothes, with a skeleton inside, instead of the classical plumpy pinky human.

Very litigious, its usual way of attacking foes consist of writing snarky remarks or horrendous fan fictions, depending on its genre, of its target causing a spontaneous artistic blow so strong that the target body will open up a wound by itself. That's, at least, what he thinks, the reality is that the paper he writes on is capable to transfer the pressure of the pen or quill from it to its target, if angled correctly.

The mien of this creature is rather peculiar, the genre of the writing of this ghastly author will vary with it, having influence over his personality and his overall attitude

**SKILL:** 8  
**STAMINA:** 22  
**INITIATIVE:** 2  
**ARMOUR:** 1

## KNIFE

1	2	3	4	5	6	7+
2	2	2	2	4	8	10

## Mien

1	Romance(a romantic soul, very sensitive and often wistful)
2	Grimdark(A pessimistic soul, bent on seeing the worst in things)
3	Noir(Passionate of mysteries and black, very edgy personality)
4	Action(Fast, excited and energetic, won't spend too much time talking, but will add a lot of mouth noises)
5	Fantasy(Extremely boastful and epic character)
6	Comedian (very snarky, sarcastic and egocentrical, loves dark humor)

## Special

The burning artistic soul cannot completely counteract the lawful nature of this rotten soul, any creature struck three times will die with a striking precision one week from the last hit, or be forced to write complaints and resources for approximately five hours, to appeal the decision. There's a debate on which fate of the two is worse. All the information required for this process will be delivered via a pamphlet exactly 24 hours after the third blow.

# Giefarld

[edwskrk](#)

[[Troika! Community Jam: Bestiary 2024](#)]

Giefarlds (or “Garfields” to the dyslexic) are overweight orange-with-black stripes feline creatures. They are moody and telepathic, usually appearing to communicate facing an invisible fourth wall. They love lasagna, attention on their birthday, and have natural marketing instincts. Giefarlds hate Mondays but they’ll never admit why. They will usually attach themselves to a household composed of those they can manipulate or otherwise bully.



## Special

To determine Giefarld’s birthday, roll 2d6 for the Month, 5d6 for the Day; if you want it to be on the 31st, just make it the 31st. Giefarlds tend to ponder their age up to a week prior to their birthday.

**SKILL:** 5

**STAMINA:** 9

**INITIATIVE:** 2

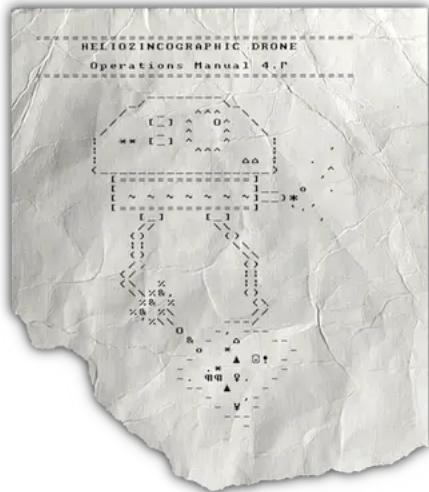
**ARMOUR:** 0

### Claws or Kick

1	2	3	4	5	6	7+
2	2	3	3	4	5	6

### Mien

1	Philosophical
2	“At Large”
3	Lazy
4	Mischiefous
5	Cranky
6	Happy



# Heliozincographic Drone

Ewen Macalister

[Troika! Community Jam: Bestiary 2024]

When the Worshipful Company of Exographic Barons still held great influence, they sent forth myriad exploratory engines to scour and survey habitable lands across far-flung spheres. Few such machines returned, the vast majority instead concluding that preservation of natural landscapes was imperative - eliminating any beings deemed extraneous. Yet still their mechanical styluses scratch on; untold wilderness logged and categorised under each stroke.

**SKILL:** 10  
**STAMINA:** 15  
**INITIATIVE:** 4  
**ARMOUR:** 2

## Photos Emitter

1	2	3	4	5	6	7+
2	4	4	6	12	18	24

## Mien

1	Beeping
2	Ensconced
3	Exultant
4	Prospecting
5	Stiff
6	Verdigrised

## Special

Capable of hovering up to average head height. A successful attack from a Photos Emitter blinds the target for its next turn. The mapping unit may be salvaged from the remains of a deactivated Helizincographic Drone, disclosing a notable geographic feature nearby.

## LOCAL FEATURE

- 1: Vast natural chasm
- 2: Alien fossils of lost sentients
- 3: Lair of deadly local flora
- 4: Lakes of an unfamiliar liquid
- 5: Endangered insect species
- 6: Yardangs of rare minerals

# Hitpatlut

[Kirt A. Dankmyer](#)

[[Troika! Community Jam: Bestiary 2024](#)]

A Hitpatlut appears as a floating, man-sized Möbius strip of flat newsprint covered with text and sepia photographs of eyes that nonetheless move and work like more 3D organs; take the time to read between the eyes and one can glean the latest empyrean gossip. They have voices like a mutant carnival barker wielding a megaphone: "BE NOT AFRAID!" The Hitpatlutm are celestial heralds from the Sphere of Munimentus; if one can forgive their self-important manner, they make barely tolerable friends but potentially excellent scouts and messengers.



**SKILL:** 6

**STAMINA:** 5

**INITIATIVE:** 4

**ARMOUR:** 0

## Special

Hitpatlutm are capable of fitting through the tiniest, paper-thin cracks between walls and under doors, and their ability to float above the ground is a form of limited flight. While they do not do a lot of damage when attacking, the resulting divine paper cuts are extremely painful; TEST YOUR LUCK (or SKILL, for enemies) or else lose your next action.

Paper Edge

1	2	3	4	5	6	7+
1	1	1	2	2	3	4

Mien

1	Officious
2	Loud
3	Noisily Officious
4	Annoyed
5	Querulous
6	Demanding

**SKILL: 8**  
**STAMINA: 10**

**INITIATIVE: 3** [Jason Riffle](#)

**ARMOUR: 1** [\[Troika! Community Jam: Bestiary 2024\]](#)

### Ghostly Pick

1	2	3	4	5	6	7+
1	2	4	6	8	10	12

### Mien

1	Sleeping
2	Sorrowful
3	Mischievous
4	Aggressive
5	Helpful
6	Violent

The Dwarves of the Latch abandoned their mines ages ago, and none now remembers when or why. The long shafts and delves pockmark the surrounding mountains and hillsides like old scars. Villagers began to reopen these old workings to see if any coal or ore remained in the deep dark, and they were not disappointed. The Dwarves left exposed veins of anthracite, and galena the fledgling miners could exploit. But they also left the Latch Knackers, souls of miners who perished in the deep dark and were never laid to rest. The presence of Latch Knackers in mines may be noted by mischief or mayhem in equal measure, a stolen tool or crumbling slate fall, but always with their rhythmic knocking. Tap, tap, tap...

### Special

Latch Knackers can see perfectly in darkness and require no light source to navigate the deep dark.

They project their signature tapping sound anywhere within line of sight and use this ability as both a boon and a warning, drawing attention to hazards or luring explorers into a trap. Use this to build tension and play tricks.

If defeated in combat they will reform in d6 days unless they are laid to rest on the surface.

# Lunar Huntress Cultist

Gabriel Hernandez

[Troika! Community Jam: Bestiary 2024]

These all-female cultists are skilled huntresses to the last. They are also devout worshippers of the great Lunar Huntress. They ritually hunt their created prey, the Cheese Golem, across the curdled savannah in bands of 4 or 5. When not hunting, they can be found praying about hunting, planning to hunt, or celebrating the success of a past hunt. They judge people by their hunting prowess and are terrible gossip about those they deem unworthy of the hunt.

Since hunting is a religious act for them, the cultists have very particular requirements about hunting, especially hunting Cheese Golems. From selecting the best cheese golem to hunt to the appropriate way to stalk them, how they may be killed, and the only way to cut the cheese, they always complete these ritual hunts with great displays of gratitude and feigned respect for their prey.

## Special

Damage as Weapon

Trained to steal themselves from the sight of their prey and blessed with the magic of the Lunar Huntress, cultists can become Invisible when bathed in the light of any moon.



SKILL: 7

STAMINA: 24

INITIATIVE: 3

ARMOUR: 1

## Unarmed

1	2	3	4	5	6	7+
2	2	3	3	4	5	6

## Mien

1	Judgy
2	Curious
3	Sneaky
4	Ecstatic
5	Reverent
6	Grateful



# Lunatick

Tom Woodland

[Troika! Community Jam: Bestiary 2024]

Lurking in marshes, licks of blue flame dance above waters at night like wispy beacons, follow them and their true purpose will rise from the waters unseen. The fire's an illusion, burning from the head crest of the Lunatick. They lurk around the wetlands in packs, their beacon crests lit, their fur absorbing all light which touches it. Any traveler who strays into the swamp, may drown and be torn apart by the claws of the lunaticks who live deep in the waters. The pack of vain, hungry creatures will then use the skulls as masks which they admire in their reflection on the waters. During the feeding, their fiery head beacon will blaze, illuminating the waters. After they drink their reflections, fortifying themselves for another night, their beacons die out and the skull mask, drained, will crumble into dust. Beware the fat slumbering Lunaticks who lay, dreaming at the bottom of the marshes.

**SKILL:** 7  
**STAMINA:** 5  
**INITIATIVE:** 2  
**ARMOUR:** 0

## Claws

1	2	3	4	5	6	7+
4	6	6	8	8	10	12

## Mien

1	Aware - Its beacon lures you from within its pool. *
2	Drinking in its own reflection.
3	Satiated - Invisible. Asleep on the bank, or bubbles breaking the waters surface.
4	Guarding its pool.
5	Unaware - Their beacons, synchronised, dance on the water's surface. *
6	Pre-feeding frenzy, howling at the moon, beacons ablaze.

## Special

The Lunaticks beacon is always lit providing it is awake. The Lunatick is nocturnal.

Their fur is totally matte black and absorbs all light, rendering them invisible (with the exception of their piercing, tearing claws) to everyone including themselves. The only time their face is visible is when they wear the skull of a drowned traveler and illuminate their fiery head beacon, a process which they use in order to feed on their own reflection.

If you witness the beacons, test your luck or become mesmerized and move towards them by 4 meters each turn.

If Mien equals to Aware or Unaware, Test Luck or become mesmerised

# MOTHERLESS CAT OF THE NIGHT

John Erwin Casia

[Troika! Community Jam: Bestiary 2024]

They were abandoned and so the Night took care of them. They often prowl in lonesome, but are never alone. The Night hides and protects them, and in return they lurk and survey for her.

When you hear them cry from a distance, they find you interesting.

When you feel them purr by your feet, they find you lovely.

When you sense them hiss by your shoulders, they are coming to get you.

## Special

There are always 3d6 Motherless Cats of the Night in a large territory, usually a city or ruin, knowing each others' presence and disposition. They can easily share information with each other when not in danger.

A Motherless Cat of the Night can always move thru darkness and shadows as if they can see thru it. When they move, they can choose to teleport from one shadow to another that they can see.

Alone, one can be convinced and bribed with delicious food or sparkly trinkets for information around their territory. When in company of other Motherless Cats of the Night, they all act in the interest of the Night.



**SKILL: 8**

**STAMINA: 4**

**INITIATIVE: 2**

**ARMOUR: 0**

**cat claws**

1	2	3	4	5	6	7+
2	2	2	2	4	8	10

**Mien**

1	Playful
2	Hungry
3	Pissed
4	Gossipy
5	In Heat
6	Nonchalant

**SKILL:** 8  
**STAMINA:** 23

**INITIATIVE:** 3 [symphonicStoryteller](#)

**ARMOUR:** 0 [\[Troika! Community Jam: Bestiary 2024\]](#)

### Sympathetic Telepathy

1	2	3	4	5	6	7+
4	6	6	8	8	10	12

### Mien

1	Tired
2	Groggy
3	Harried
4	Fatigued
5	Vengeful
6	Scatterbrained

Few intentionally summon the Mother, but many invoke Her name with a hearty "oh god, my head." If She does emerge from the dim silence of Her lair, everything nearby will feel Her pain, intentionally or not. Her hunched, blindfolded form is attended by a cloud of small, gremlin-like Headaches, each of whom seems intent on causing the largest possible disruption to anyone within earshot, including each other. If they aren't already carrying a drum, they'll find something to hit with a stick.

### Special

If doubles are rolled in a check involving this creature, remove the next initiative token from the stack without effect. If the End of Round token is drawn, however, the round immediately ends.

# Not Particularly Secret Police

Caleb Nelson

[Troika! Community Jam: Bestiary 2024]

SKILL: 3  
STAMINA: 8  
INITIATIVE: 1  
ARMOUR: 0

The Autarchy has its own protective measures in place for courtly conflicts, but who will keep the public safe? It's absolutely not the police. Laden with batons, loudhailers, and soft cushions, the Troikan police force don't seem to be able to stop criminals or dissenters in any way, merely inconvenience them. Some ruffians and anarchists have theorized that these peacekeepers, though organic, have been somehow engineered and mass-produced. The Troikan Public Defense Council would like to remind you that these rumors are just that—rumors—and should not be trusted.

## Special

Much like vampires and proselytes, the police must be invited inside in order to enter a private domicile, even with due cause to investigate. Warrants circumvent this superstition, but take weeks to be approved by the Council of Consideration. Once a suspect is out on the street, however, excessive force is to be expected.

Club							
1	2	3	4	5	6	7+	
1	1	2	3	6	8	10	

Shield							
1	2	3	4	5	6	7+	
2	2	2	4	4	6	8	

Mien							
1	bumbling						
2	vigilant						
3	amicable						
4	cowardly						
5	distracted						
6	blissfully unaware						



# PILLAR-BITER

Franc

[[Troika! Community Jam: Bestiary 2024](#)]

"Who is a pillar-biter in the church, shits devils in his own house."  
-- Troikan proverb

The hierophage is cursed with the urge to ingest all things holy and blessed with the dental fortitude to do so. By day, pillar-biters are to be found in Troika's places of worship, always in the first row at mass or more often than not leading it. At night, they are down in the catacombs, chewing steadily on mummies, relics, or even the church's very foundations.

In the famous case of the Holy Sepulchre of Donnovan Thrice-Knighted, three generations of pillar-biters managed to gnaw away the consecrated earth itself, until finally the entire structure collapsed into the warrens beneath.

Physically, the pillar-biter presents little threat, being little more than a man with a thick jaw, not to mention often unhealthy due to a lack of sunlight and B-vitamins. The true danger instead comes from their position in the clergy and the high estimation of their fellow worshippers. He who learns of a hierophage's true nature will likely soon find papal guards, hired thugs, or zealous mobs knocking at their doors.

## Special

Damage as weapon

**SKILL: 5**

**STAMINA: 11**

**INITIATIVE: 3**

**ARMOUR: 1**

Armour: 1 (quicker than it looks)

## Mien

1	Guilty
2	Feigning an Ecstatic Trance
3	Smug
4	Desperately Hungry
5	Tummy Ache
6	Lonely

As an action, the Pillar-Biter treats anything holy as Provisions, regaining 1D6 Stamina. Their endless hunger means they may benefit from this without limit per day. In the case of holy persons, they may regain any damage dealt to their foe in a Grapple contest.

# Parky

Daniel Sell

[Troika! Community Jam: Bestiary 2024]

The parks of Troika, great and small, have resident park keepers, affectionately referred to as 'parkies' by locals, who maintain the hedges and keep the animals and tourists in line. The city, infinite as it is, has a great variety of parks in a great variety of sizes, requiring equivalently varied bodies of park keepers to maintain them. Some of the parks are so large, and some parky stations so remote, that they can go generations without contact with the Troikan Parks Committee, leading to peculiar practices. After a few generations their original remit can get corrupted, protecting the wildlife can turn into a ban on hunting and reliance on eating lost hikers instead, while other groups form cargo cults around pay packets that will never come, and still others even turn to outright monarchism! Quite unthinkable behaviour from a civil servant.



**SKILL: 6**

**STAMINA: 10**

**INITIATIVE: 2**

**ARMOUR: 0**

Axe

1	2	3	4	5	6	7+
2	2	6	6	8	10	12

Mien

1	Watching you from behind a tree
2	Leading a tour group
3	Following you at a distance
4	Sneaking about on secret business
5	Acting suspicious
6	Enjoying the weather



# Platonic Crab

[Mike Knee](#)

[\[Troika! Community Jam: Bestiary 2024\]](#)

Platonic crabs are not true crabs, rather, a sub-species of dragon that decided to convergently evolve the crab body-plan over the course of an otherwise pretty boring Thursday afternoon.

**SKILL:** 13  
**STAMINA:** 28  
**INITIATIVE:** 9  
**ARMOUR:** 4

## Enormous Pincers

1	2	3	4	5	6	7+
4	8	12	12	16	18	24

## Mien

1	Frighteningly bored
2	Folding reality into interesting shapes
3	Looking for a new problem to solve
4	Stuck on an astoundingly difficult mathmological puzzle
5	About to moult (itchy)
6	Paranoid

The crabs' outer shells are fractal, folded out from the bubbling chaos of the sub-reality behind the spheres and regimented into eye-bleedingly unlikely shapes, uniformly in a shade of nauseating impossible mauve. Discarded platonic crab moults are indescribably valuable, but rare, as the crabs guard them jealously. Careful analysis of a platonic crab moult would reveal the deepest desire of the crab it came from, dangerous knowledge in the wrong hands.

Platonic crabs tend to be obsessive and maniacal. They are all exceptional mathmologists, largely without peer amongst the countless spheres.

## Special

Platonic crabs can alter the properties of things they touch, driving them to more ideal versions of themselves. Instead of dealing damage to a target with its pincers the crab can instead choose to force them to test their luck (or skill for NPCs) or become somewhat more crablike. If this happens to any creature or object more than 3 times they are irrevocably turned into a crab.

# Polverean

Gabriel Hernandez

[Troika! Community Jam: Bestiary 2024]

**SKILL: 4**  
**STAMINA: 24**  
**INITIATIVE: 1**  
**ARMOUR: 0**

The polverean roam in herds across grasslands and forests of the spheres they inhabit. They leave deserts in their wake. They spew out bursts of abrasive dust that grind the unprotected into a fine, nutrient-rich paste that the polverean then absorb through their ambulatory tendrils. They sense the environment through their coarse, prickly fur and the whiskers that grow from their singular central "horn." They reproduce by pollination, with the male dust fertilizing the females during migration. The females then deposit their seeds behind them to bloom when the next rains come. A polverean sprout is mostly indistinguishable from a fern sprout or vine, with a carrot-like growth in the ground. When they reach a mature age, their tendrils pull their "horn" out of the ground, and they begin their migration. Maturation is achieved once every summer, and the seedlings are put down in the late fall. When they emerge from the ground, they are usually about the size of a large humanoid but can grow to be up to 3 times as large before they die in the winter.

## Special

The polverean blows a cloud of abrasive dust out of their "nostrils," filling the nearby area. When anyone within melee range takes their turn, they must test their luck or fill their topmost inventory slot with abrasive dust. The dust settles when the end-of-round token is drawn.

### Trample

1	2	3	4	5	6	7+
4	6	6	8	8	10	12

### Mien

1	Sleepy
2	Basking
3	Bristling
4	Hungry
5	Enraged
6	Stampeding

**SKILL: 2**  
**STAMINA: 16**

**INITIATIVE: 0**

**ARMOUR: 1**

# Portentia

[Peregrin Jones](#)

[[Troika! Community Jam: Bestiary 2024](#)]

## Mien

1	Being viciously devoured by a (Large Creature of GM's choice)
2	Being viscerally torn apart by a pack of (Small creatures of GM's choice)
3	Being crushed flat by a large falling object
4	Burning to a crisp in a grand conflagration
5	Drowning in a deep, dark body of water
6	Being stabbed in the back by (Other party member of GM's choice)

There are a thousand different species of flower scattered across the forests of Invertia's roof, every one a beautiful lure for one type of creature or another.

The Portentia, however, is probably the only variety that targets sentience in particular.

Hanging from a hammock of tough vines; its rubbery petals form a gigantic, sweet-smelling cup always filled near to the brim with crystal clear water.

The area surrounding the flower will be suffused with its enticing, incense-like scent, a scent which seems to naturally cause sensations of deep and lasting calm and the subtle urge to dip one's head into that refreshing pool.

## Special

DAMAGE: as special

Any creature who strays within 50m of the flower must make a Luck roll (or skill for NPC's), if they fail they will fall under the sway of the flower.

Any creature influenced in this way will feel an utmost calm, with only the urge to dip its head into the flower's pool, receiving 1d6 stamina healing and a vision from the table below. Unbeknownst to the victim, such a vision is also the seed of the plant: detailing the exact circumstances under which they might perish and a new bloom grow up from their lifeless corpse.

They will then be set free, none the wiser until the situation described occurs, at which point they will instantly find themselves under the effects of both the Purple Lens and Befuddle spells, as described in the Troika! Rulebook. These effects last until the situation resolves itself, or they die... at which point a brand new Portentia bloom will spill forth from within their skull. If they survive, but the situation occurs again, the effects will return, but this time the Befuddle spell will give double the effect it did previously... and so on.

Its MIEN is the Vision of Character's Demise

# Projectaur

Austin Holm

[Troika! Community Jam: Bestiary 2024]

Projectaurs (also called Lamp-Ogres) are grey-skinned giants with film projectors for heads. They stand three to four metres tall. When awake, their reels spin, and their lenses emit light, projecting the cinema of a lost civilization wherever they look.

The film playing in the Projectaur's head determines its disposition and abilities. Savvy adventurers may take advantage of this, swapping the reels out to change the monster's mein; this requires that the Projectaur be grappled and another reel be loaded to switch to. The current reel cannot be removed while in use. These strange heads are fully biological (other than the film reels) but look and function like their mechanical counterparts.

Lamp-Ogres do not speak; they communicate entirely by film clips. For example, a Romance Projectaur might play the scene of its film where the lovers break up to indicate territorial aggression. Ambitious Referees may choose to preselect a few film clips or .gifs to communicate, creating an impressive effect; others may prefer just to describe the footage, allowing for more flexibility and less prep.

## Special

Comedy wants only to spread joy; it does this by pinning down passersby and projecting itself into their minds. Victims who fail to Test their Luck spend the next 1d6 days in convulsive spasms of laughter. As you can imagine, this prevents adventuring and quickly becomes unpleasant. Victims may be cured with the Fear spell or Rhinoman stand-up, which is so unfunny it counteracts the effect.

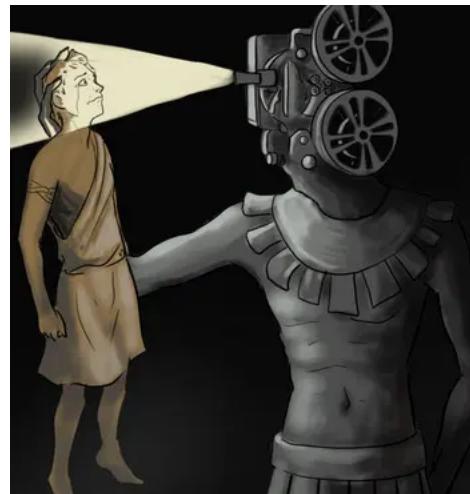
Once Comedy has infected a victim, it will scamper off to avoid retribution. It feasts on the sounds of prompted joy.

Tragedy is the polar opposite of Comedy; naturally, they are very similar. Victims sob and weep for 1d6 days and can be cured by Purple Lens or ice cream treats. Please contact the author if you know of other cures.

Romance induces a state of obsession in its victims. They will defend Romance to death, attack its other targets in a jealous rage, and search for the monster in its absence. Such searchers cannot improve skills while affected and cannot benefit from Exography, Astrology, or Tracking Skills (other than to find the Romance Lamp-Ogre).

The poor souls attacked by Romance can be cured by true Love's Kiss™ or freezing cold.

Documentary prefers solitude and contemplation to hunting. It does not feed on human emotion, preferring to absorb knowledge. The creature leaves a trail of blank books in its wake.



**SKILL:** 9

**STAMINA:** 16

**INITIATIVE:** 4

**ARMOUR:** 1

## Claws

1	2	3	4	5	6	7+
4	6	6	8	8	10	12

## Mien

1	Comedy
2	Tragedy
3	Romance
4	Documentary
5	Horror
6	War

Victims of its projection attack Test Luck or else fall asleep; for the next 1d6 days, they dream of the lost civilization of the Projectaurs and gain no benefits from sleep. At the end of this period, the 'victim' may increase either Mathmology, Languages, Evaluate, Healing, or any Crafting Skill by 1.

Horror paralyzes its victims with fear and then feeds off of their screams. Victims Test Luck or else spend the round screaming; their initiative drops to 0, and the noise alerts nearby monsters. At the end of each round, the victim may Test Luck again. Unless the target succeeds, the effect continues.

A character whose Luck is reduced to 0 in this way becomes catatonic; the Projectaur uses such victims as decor to scare others.

Traditional cures include being swaddled in a warm blanket for three rounds or seeing puppies, kittens, and babies frolic. For some, the Presence spell may also be effective.

War is the deadliest of the Projectaurs. Its projection effect need not be focused on a pinned target; if it uses this ability, all creatures within its line of sight must Test Luck or become violent servants of War for the next 1d6 rounds. If a creature kills another sapient being while thus afflicted, the effect is permanent. It rarely travels without a squadron of soldiers.

Its victims cannot be cured.

**SKILL: 5**  
**STAMINA: 8**  
**INITIATIVE: 10** [Uncharted](#)  
**ARMOUR: 1** [\[Troika! Community Jam: Bestiary 2024\]](#)

### Tiny Thorn Spears

1	2	3	4	5	6	7+
2	2	3	3	4	5	6

### Mien

1	Defensive
2	Watchful
3	Frenzied
4	Curious
5	Territorial
6	Hostile

These wild fruity clans are almost always found nestled in overgrown hedgerows and abandoned kitchen gardens. Fiercely territorial and rarely alone, these tiny berry warriors will defend their villages from every direction and without mercy, living, fighting and dying as one singular glut to the sound of their tiny screams and warcries.

They are also rumoured to be fantastic baked in a pastry case, by those inclined to such heinous crimes.

### Special

When defeated in combat the tiny tribe have a 1D6 chance of regrouping more tribes-folk and making a second inevitably fruitless charge with half their starting stamina.

# Ring-Bearing Eagle

[Cacatuca](#)

[[Troika! Community Jam: Bestiary 2024](#)]

"Why can't you just fly to... OW!!!" --uncle Dlindo before losing his tongue

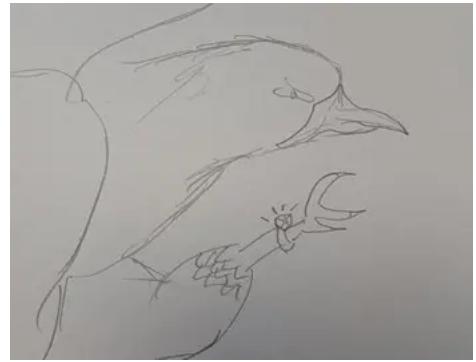
These mighty birds of prey abandon their mountain nests only when entangled in momentous heroic deeds.

They move in small flocks, centered around a member entrusted with bearing a particular enchanted artifact.

The Eagles will strike only if the artifact they carry is threatened.

They comprehend the common tongue and, if presented with a quest of exceptional valor and an artifact of great power, there is a 1D6 chance they might aid you in your quest.

However, there is also a 1D6 chance they may steal your treasure and feast upon your tender parts.



**SKILL:** 8

**STAMINA:** 10

**INITIATIVE:** 3

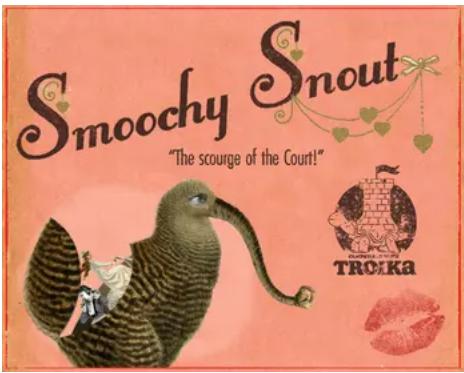
**ARMOUR:** 1

## BEAK or CLAWS

1	2	3	4	5	6	7+
4	6	6	8	8	10	12

## Mien

1	Fierce
2	Greedy
3	Shrewd
4	Wary
5	Determined
6	Aggressive



# SMOOCHY SNOOT

The Gonzo GM

[Troika! Community Jam: Bestiary 2024]

Favored by scandal makers and rumor mongers of the Court of the Iron Orchid, these bipedal creatures use their long, drooping snouts to scoop up discarded secrets to share with their masters. A kiss from one has been known to topple even the most distinguished patrician.

**SKILL: 7**

**STAMINA: 10**

**INITIATIVE: 2**

**ARMOUR: 0**

## Kiss

1	2	3	4	5	6	7+
4	6	6	8	8	10	12

## Special

When a Smoochy Snout hits with its Kiss after Damage is dealt, roll 1d6. On a 3-4, the Kiss inflicts the victim with a horribly distracting rash, giving -1 Skill until cured. On a 5-6, the Kiss is magically infused with a nasty rumor that begins to spread among the victim's peers.

## Mien

1	Acting snooty
2	Searching for secrets
3	Being flirty
4	Reciting the latest hearsay
5	Being rude
6	Sulking from rejection

# Secret Police

Caleb Nelson

[Troika! Community Jam: Bestiary 2024]

SKILL: 10

STAMINA: 14

INITIATIVE: 4

ARMOUR: 2

Secret Cudgel

1	2	3	4	5	6	7+
4	6	6	8	8	10	12

Mien

1	silent
2	Clinical
3	Barbarous
4	Solemn
5	Relentless
6	Omnipresent

## Special

Damage as weapon.

The secret police do not need to be invited in to enter a domicile. In fact, they have always been there before you. You are their guest.



# Silt Earl

[Atelier Pilcrow](#)

[\[Troika! Community Jam: Bestiary 2024\]](#)

Silt Earls search for squires to impress into service (by force, if necessary) carrying out tedious lists of tasks. To serve a Silt Earl successfully is impossible; every finished task begets an extensive review and is rewarded with additional tasks. They detest simple meals and oranges. Instead, they enjoy linguistic riddles and improbable [red] yarns.

**SKILL:** 7

**STAMINA:** 13

**INITIATIVE:** 1

**ARMOUR:** 2

## Special

When hit by a Sludgen Squoyle, the target's next Initiative token is ignored and returned to the Stack at a random position.

### Sludgen Squoyle

1	2	3	4	5	6	7+
1	2	4	6	8	10	12

### Mien

1	Dismissive
2	Belicose
3	Mercurial
4	Engratiating
5	Feigned Disinterest
6	Irrationally Anxious

# Skybairn

[Caleb Nelson](#)

[[Troika! Community Jam: Bestiary 2024](#)]

"Don't encourage the celestial weans," Captain Sheepshank mutters, tightening the grip on his fusil. "They're jus' like any other vermin out in th' aether: e'en if they seems 'armless, anything's liable t' damage yer sails if it gets close 'nuff." He lifts the hem of his trousers, jabbing a finger at a grisly scar. "See this'n?" He wheezes, "...aye, well, 's mostly unrelated, but I'll be damned if there weren't a skybairn gawkin' at me when I gots it. They's no good fer Barge'n, an' that's a truthe."



## Special

Skybairns can travel without the aid of a barge or gondola.

**SKILL:** 4

**STAMINA:** 6

**INITIATIVE:** 4

**ARMOUR:** 0

## Jests and Mockery

1	2	3	4	5	6	7+
2	2	3	3	4	5	6

## Mien

1	rambunctious
2	delinquent
3	aloof
4	capricious
5	bewitching
6	brazen

**SKILL: 7**  
**STAMINA: 18**

**INITIATIVE: 3**

**ARMOUR: 1**

# Soft Nail Man

[MamuZinha & Cussa Mitre](#)

[\[Troika! Community Jam: Bestiary 2024\]](#)

## Nail

1	2	3	4	5	6	7+
2	2	2	2	4	8	10

## Mien

1	Sleepy
2	Vengeful
3	Distracted
4	Alerted
5	Sickly
6	Agitated

There are no specific records about the Soft Nail Man. Most people believe this creature is just a tale told to children to scare them into behaving. However, some researchers think there is more truth to the tale than they would like to admit. Mentions of the Soft Nail Man describe a humanoid creature with large dark circles under its eyes, a result of never sleeping. It walks in a peculiar manner, taking slow, deliberate steps, but can move quickly when it desires.

Some say the Soft Nail Man is the result of an infection, while others believe it to be a curse. There is no logical explanation for when the first one appeared. The transformation process seems to involve increasingly less sleep and the growth of excessively long, flacid and putrid nails.

## Special

When an enemy token is drawn, the GM can choose to attack with the Soft Nail Man. If the Soft Nail Man attacks an awake character and deals damage, the character must test their skill to stay awake. If they fail, they fall asleep and can retake the test whenever their token is drawn to wake up.

For sleeping characters, the Soft Nail Man inserts its finger into the mouth, nose, ear, wounds, or any other exposed orifice without requiring a test. Characters must test their luck to avoid exposure to the infection or curse. If they are affected, they have 7 days before they start to transform into a Soft Nail Man. During the transformation, they gain the ability to put creatures to sleep and are tempted to insert their soft nail into others' orifices, though they do not transmit the infection/curse at this stage. After 10 days, the transformation is complete, and they become a monster, effectively equivalent to death, requiring the player to create a new character.

This transformation can be prevented if, before its completion, the character takes a Keratin Potion, which is extremely expensive due to its primary ingredient: dragon scales.

# Static Dragon

[Evey Lockhart](#)

[[Troika! Community Jam: Bestiary 2024](#)]

What shapes could the static become?

What lines could it draw, in the space of forever, untuned and timeless, eternal?

Though it be birthed within a moment from a singular screen, it is, it was, and always shall be.

It is noise, not signal. It folds and glides in jagged, erratic sawtooth waves.

It eats averages and shits out void. We are all, all of us and everything, built out of averages.

Killing the Static Dragon remains the only escape from the UHF Graveyard Worlds.

## Special

As a 2D figure, multiply folded, only portions of the static dragon will be visible to any singular observer. Further, blows that do not strike perpendicular to a visible face do little damage (this is the source of the creatures exceptionally high Armor). Once this is discovered, the Dragon's Armor is reduced to 1.



SKILL: 11

STAMINA: 28

INITIATIVE: 3

ARMOUR: 4

## PIXELATING TEETH

1	2	3	4	5	6	7+
6	8	12	16	18	24	36

## Mien

1	RAGING
2	SELF-PITYING
3	SCREECHING LIKE A MODEM
4	ALREADY HUNTING THE PLAYER CHARACTERS
5	SNORING LIKE A CHAINSAW
6	BAD CASE OF THE GIGGLES

**SKILL: 0**  
**STAMINA: 1**  
**INITIATIVE: 0** [Gabriel Caetano Barbosa](#)  
**ARMOUR: 0** [\[Troika! Community Jam: Bestiary 2024\]](#)

### Mien

1	Boastful
2	Shill
3	"Just relax"
4	Thieving
5	-splaining
6	Puppy Eyes

A lurker. A Thief. A killjoy. You don't know it's there, not at first. A little compliment for a job well done - a job you never did! A congratulation for winning a prize - but you didn't even sign up to compete! Recognition, praise, smiles, even envy from people you never met before until... until you begin to think you are the impostor! Aren't you?

Born out of overconfident, unprepared Hedziz Ivory Men, a Syndrome-Inducing Imposter is a soul-sucking parasite that latches onto unsuspecting, skilled and capable individuals hit by frustration or doubt. Once the parasite finds a suitable host, they begin sucking their victims abilities and using them to accomplish tasks in their place through space-time interference until the host becomes nothing but a shade of what could have been - soulless and unaccomplished.

### Special

DAMAGE: Same as host

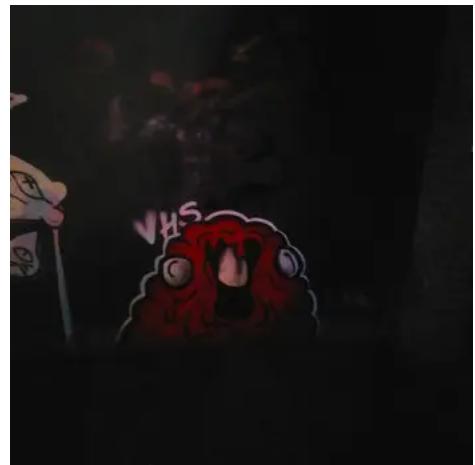
Syndrome-Inducing Imposters find potential hosts after they succeed at a Skill check and receive great praise for it. Next time the character fails a Skill check, they must Test their Luck to avoid getting infected. On a miss, the failed Skill check becomes successful against all odds and the Imposter settles in. Any time the host makes a Skill check, they must Test their Luck again, or the parasite will succeed in their place and steal the Advanced Skill used or 1 point from Skill. The host will then receive praise for the inexplicable achievement or success. When the Host has 0 Skill, their soul is completely consumed and the parasite finally takes their place. Syndrome-Inducing Imposter parasites can't be killed by normal means but can be removed with brain surgery. It will temporarily scurry away for 1d6 days when the Hedziz Ivory Man that spawned it is exposed or after very a expensive therapy session.

# TOURNEY FROGMOUTH

[Sean F. Smith](#)

[[Troika! Community Jam: Bestiary 2024](#)]

An owl on asymmetric stilts, wearing armour made for lizardkin or demi-oni, the tourney frogmouth believes its birthright is to replace unicorns as heraldic beasts.



## Special

Being trained in the art and science of JOUST, the tourney frogmouth only counts as being armoured with value 3 when it is taking its turn.

**SKILL: 8**

**STAMINA: 6**

**INITIATIVE: 3**

**ARMOUR: 0**

strigine lance

1	2	3	4	5	6	7+
1	2	3	6	12	13	14

Mien

1	Tilted
2	Patient
3	Preening
4	Hawking-up hooves
5	Admiring its reflection
6	Practising standing on one leg

**SKILL: 10**  
**STAMINA: 8**

**INITIATIVE: 4** [CadejoNegro](#)

**ARMOUR: 3** [\[Troika! Community Jam: Bestiary 2024\]](#)

### Whip

1	2	3	4	5	6	7+
4	4	6	6	8	8	10

### Suffocate

1	2	3	4	5	6	7+
4	6	6	8	8	10	12

### Mien

1	Puppylike playfulness
2	Cuddly curiosity
3	Tactful tolerance
4	Drowsy distain
5	Determined distrust
6	Hateful hostility

Extremely rare, the extraterrestrial collectives of nano-organisms, each collectively known as The Cloak, are harvested from the Greater Collective by space-faring wizards and used as, well, cloaks. They are sentient, can float through the air, and communicate telepathically. If one decides it likes someone, it will allow them to wear it, and then protect them, alert them of danger, and even carry them short distances through the air. It can separate itself into smaller pieces, but its intelligence and stats are directly related to its size.

### Special

**Telepathy:** If The Cloak sends part of itself inside your ear (and from there into your brain), you will be able to telepathically communicate with the cloak and anyone else it has connected to its network within three miles (five kilometers). Some claim that once inside your brain, The Cloak can also influence the way you think, which is patently untrue.

**Regeneration:** The Cloak regenerates from harm in mere hours. Even if it takes enough damage to disintegrate into unthinking dust, the dust will slowly reunite and reform within 24 hours. We have not received any credible reports of anyone having permanently destroyed one. Rumors that recent mass extinction events in several spheres are related to retaliation from the Greater Collective for attempts to destroy one of them are nothing more than that, rumors, and should not be disseminated.

# The Lukkawai

The Furtive Goblin

[Troika! Community Jam: Bestiary 2024]

**SKILL: 10**

**STAMINA: 12**

**INITIATIVE: 4**

**ARMOUR: 5**

A drawn, vaguely pellicular creature at home in the shadows like a fish in water. They are normally content to lurk in the deep caverns, ancient ruins, and neglected cellars that spawn them. The unbearable agony of being perceived is lethal to them, so they try stay hidden at all costs, swathed in onion-like layers of shadow. They are not violent by nature, but being intruded upon sends them into a panicked frenzy in which they will attempt to scare away or run away from all observers. They are named for the shriek they emit when startled.

Lukkawai! Lukkawai!

## Special

Once per Round a Lukkawai may send out sheets of tepid darkness to quash all light in a 100 foot area. Anyone holding a torch, lantern, or other personal light source may Test their Luck to keep it alight.

If a Lukkawai is exposed to bright light for 3 consecutive Rounds, its Skill, Initiative, and Armour are reduced to 0 as its protective shadows peel away.

## Frantic Flailing

1	2	3	4	5	6	7+
2	2	3	3	4	5	6

## Mien

1	Paranoid
2	Agoraphobic
3	Bleakly Serene
4	Consternated
5	Anemoiac
6	Exhausted

**SKILL:** 5  
**STAMINA:** 12  
**INITIATIVE:** 4  
**ARMOUR:** 3

# The Quite Reasonable Killing Machine

[Michael Nagenborg](#)

[[Troika! Community Jam: Bestiary 2024](#)]

## Greatsword

1	2	3	4	5	6	7+
2	4	8	10	12	14	18

## Mien

1	On standby
2	Starting up
3	Smash something
4	Kill somebody
5	KILL! KILL! KILL!
6	Looking for reasons not to kill people

The humanoid machine, a mystery to itself, cannot recall who built it or for what purpose. Upon activation, it is consumed by an overwhelming urge to destroy and attack. Yet, it is not immune to reason and is open to arguments that challenge its destructive nature or redirect its aggression towards a different target.

## Special

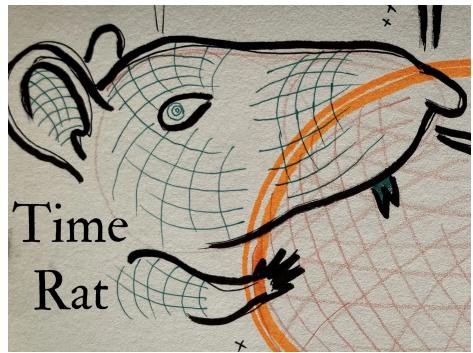
Once per turn, each character can attend to persuade the machine to stop attacking and start talking. ROLL VERSUS with an appropriate skill.

# Time Rat

[Emily Cambias](#)

[Troika! Community Jam: Bestiary 2024]

With their powerful front teeth and dexterous claws, time rats scuttle and scurry through four-dimensional space. If an object's shiny enough, smelly enough, or sometimes cherished enough, a time rat tunnels through history to drag its prize back to its trinket-filled nest. Particularly annoying to sorcerers and wizards of all stripes, who must put rat-traps on randomized timers in the corners of their workshops, or else find small artifacts missing when they need them.



**SKILL:** 3

**STAMINA:** 4

**INITIATIVE:** 6

**ARMOUR:** 0

## Special

Time rats must follow pre-existing tunnels if they don't have the hours needed to chew a new one. Tunnels through space go between specific physical points; tunnels through time go between specific temporal moments. Their tunnels can be followed, if one's rat-sized.

Bite

1	2	3	4	5	6	7+
2	2	3	3	4	5	6

Mien

1	Sneaky
2	Covetous
3	Fearful
4	Curious
5	Aggressive
6	Mischiefous

**SKILL: 8**  
**STAMINA: 18**

**INITIATIVE: 3**

**ARMOUR: 0**

# **Ursus Haberdasherus**

[Matt Umland](#)

[\[Troika! Community Jam: Bestiary 2024\]](#)

## Bear Hug with Claws

1	2	3	4	5	6	7+
4	6	8	10	12	14	16

## Mien

1	Party hat - crying, miserable, defensive
2	Balaclava - sneaking, shivering, secretive
3	Bicorn - posturing, self-important, aggressive
4	Deerstalker - investigating intoxicated, curious
5	Mitre - proselytizing, contemplative, judgmental
6	Stetson - wrangling, stoic, watchful

Equal parts ferocious and foppish, the “Hat Bear” never emerges from its den without a proper headpiece. Hats fuse to the Bear’s bald scalp, drastically altering its demeanor and behavior to suit the style, occasionally granting it the ability to speak, though not eloquently. They can be found roaming Troika’s chic districts searching for bespoke pieces to add to their collections, which fill their otherwise mundane dens.

## Special

Hat Snatch: target must test their luck or have their hat snatched

If the hat is removed from the Ursus Haberdasherus, immediately add 2d6 enemy initiative tokens to the stack. It can now make two moves and two attacks each turn it acts. At the end of the round it runs away extremely embarrassed.

# Yongardy Leguleian

Sam Worthington

[Troika! Community Jam: Bestiary 2024]

Leguleians are itinerant practitioners of Yongardy law, albeit through a monocled lens of frontier justice. Those derided as "pettifoggers" have forsaken the wealth of celebrated barristers and ruthlessly settle petty quibbles for little more than their daily bread. A gnash of gremlins once scrounged up enough pence to send a leguleian after the adventurers who had likewise been paid to destroy their nest. Though leguleians prefer to be the wandering arm of the Law, some are found under retainer to manticores who crave archaic legal debates and bloody trials on demand.

## Special

Yongardy lawyers may Test Etiquette to present a Writ of Magdamus and draft a lone leguleian as a court-appointed henchman.



**SKILL: 8**

**STAMINA: 12**

**INITIATIVE: 3**

**ARMOUR: 1**

### Sword

1	2	3	4	5	6	7+
4	6	6	6	6	8	10

### Shield

1	2	3	4	5	6	7+
2	2	2	4	4	6	8

### Mien

1	Officious
2	Unsettlingly humble
3	Intense
4	Stoic
5	Wounded (flesh)
6	Wounded (pride)