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# ADVERSARY

## SNARGLE

MOOK RANK 0

**The Trash Compactor.** Snargles are small fury beasts that can stand on two legs to attempt to appear bigger. They're famous for their stench and their willingness to eat anything organic. Though untamable, if left alone to munch on rotten garbage, a Snargle can show signs of happiness.

COMBAT VALUES		APTITUDES / TRAITS		ADVERSARY INFO	
<b>+1</b> ATTACK	<b>2</b> HEARTS	<b>8</b> MIGHT	<b>10</b> DEFT. (P)	TYPE	BEAST PRIMAL
<b>13</b> DEFENSE	<b>Average</b> SPEED	<b>8</b> GRIT	<b>7</b> INSIGHT (P)	SIZE	SMALL
<small><sup>1</sup> Leathery Skin (+3)</small>		<b>6</b> AURA (P)	<small><sup>*</sup> Twitchy (+2 Deftness) Disgusting (-1 Aura)</small>		
		ALLEGIANCE		UNALIGNED	

**Habitat:** Most common found at trash dumps. When found in cities, they tend to gravitate to abandoned buildings with spoiled organic matter.

**Gear:** Snargles lack gear themselves, but sometimes will collect rusted bits that could be used in fashioning weapons.

**Communication:** They understand Under Warble, though in a branch that is not often seen as Snargles tend to be loners as they age and only heard the language among denizens of the Underdark.

**Tactics:** Snargle's are aggressive and use surprise and speed to scare their enemies away. Their focus is always on their next meal.

As Snargle's are solitary, they treat most any intrusion as a threat and will defend any food they have around them.

**Indicators:** Chaos and disorganization, anyplace a Snargle goes will have all the contents in an area overturned and dumped out on the floor as they look for their organic material to eat. The sound of eating, hastily.

**Roleplaying Notes:** Snargle's are merely trying to survive. They don't care much for civilization, and generally when left alone, will leave others alone.

**Customization:** Several Snargle children can be considered a Snargle Swarm.



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## ABILITIES

### STINKY FEET

The creature appears to put off the most noxious smell most normal people have every known. Generally it appears to come from the feet, but the creature could just as easily stink from his armpits or his ears.

A visible cloud of stench swirls within the battlefield area of the Snargle. For a single round, if fighting in melee, any character that attacks rolls with Snag.

Requires a Grit Contest  
 Success: You are Sickened until you empty the contents of your stomach.

### LEATHERY SKIN

The Snargle's skin is leathery and hard from years of living in the sun amongst the trash.

## YIELD

The Snargle will generally hold on to non-spoiled food until it fully spoils. As such they will have 1d10 rations (Core Rulebook pg. 177). Additionally they will have some sort of **oddy** (Core Rulebook pg. 179) that they believe will keep them safe.

## MOOD TABLE

Choose or Roll a Mood

### 1-5 Engrossed

The Snargle is completely focused on eating whatever organic matter is there. He may notice you, but he immediately goes back to eating if left along.

### 6-14 Searching

The Snargle is busy looking through everything and everywhere for something to eat, as it's been some time since his last meal. He will not allow interlopers to stop him from his mission.

### 14-20 Protective

The Snargle is extremely protective the food he has available. He is certain that the players have come to take his food and leave him starving. He will do what is necessary to save his next meal just for himself.

## SICKENED

You are overly nauseous. This is not some silly little stomach bug. This has you bent over ready to empty the contents of your stomach all over the floor, the table, your companions.

**When Sickened...**

- You suffer a Snag on Attack Roll
- You suffer a Snag on Might and Grit Rolls
- For every three rounds you are sickened you must use your action to hold in the contents of your stomach.
- To remove the Ailment you must empty the contents of your stomach. This will create a slippery hazard on the floor.