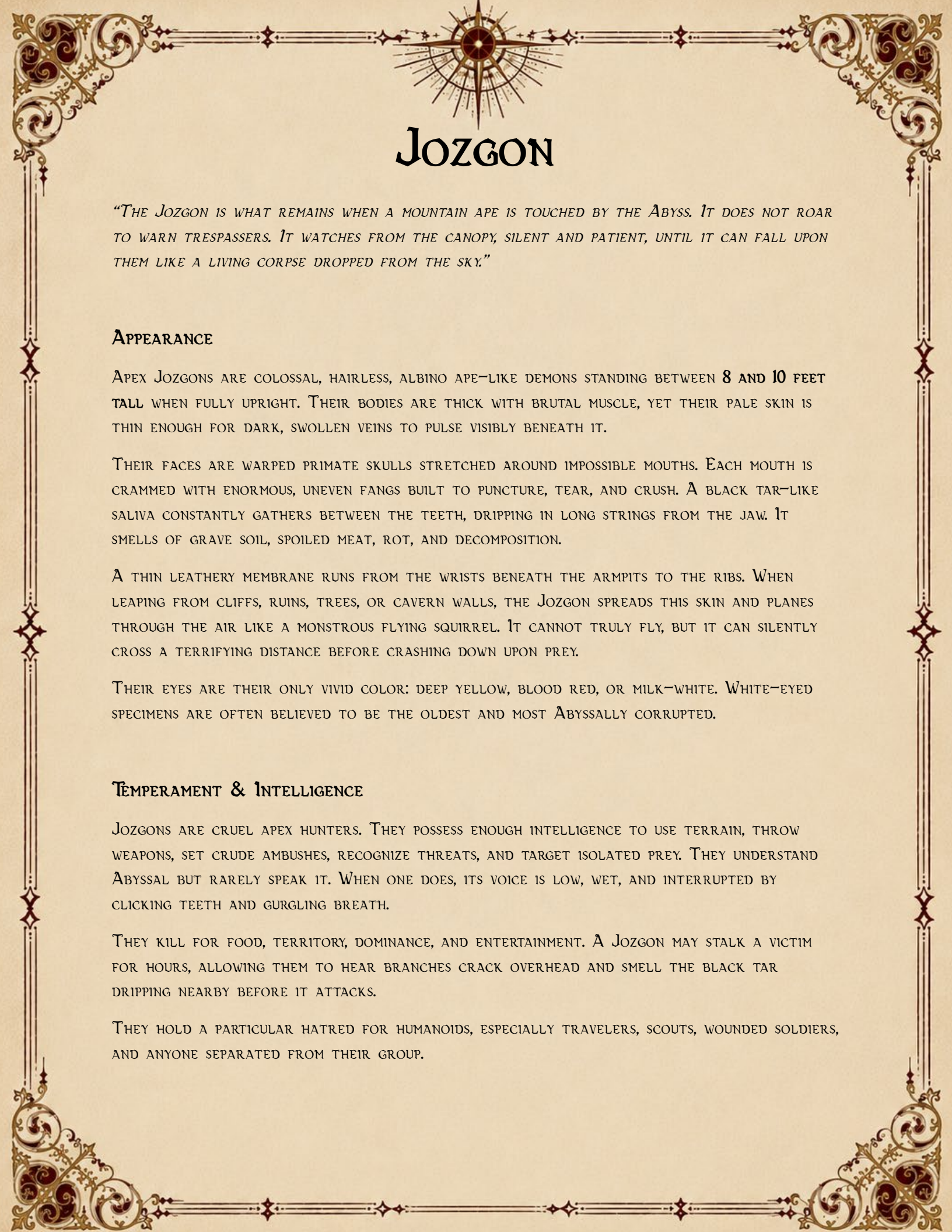




JOZGON

"THE JOZGON IS WHAT REMAINS WHEN A MOUNTAIN APE IS TOUCHED BY THE ABYSS. IT DOES NOT ROAR TO WARN TRESPASSERS. IT WATCHES FROM THE CANOPY, SILENT AND PATIENT, UNTIL IT CAN FALL UPON THEM LIKE A LIVING CORPSE DROPPED FROM THE SKY."

APPEARANCE

APEX JOZGONS ARE COLOSSAL, HAIRLESS, ALBINO APE-LIKE DEMONS STANDING BETWEEN 8 AND 10 FEET TALL WHEN FULLY UPRIGHT. THEIR BODIES ARE THICK WITH BRUTAL MUSCLE, YET THEIR PALE SKIN IS THIN ENOUGH FOR DARK, SWOLLEN VEINS TO PULSE VISIBLY BENEATH IT.

THEIR FACES ARE WARPED PRIMATE SKULLS STRETCHED AROUND IMPOSSIBLE MOUTHS. EACH MOUTH IS CRAMMED WITH ENORMOUS, UNEVEN FANGS BUILT TO PUNCTURE, TEAR, AND CRUSH. A BLACK TAR-LIKE SALIVA CONSTANTLY GATHERS BETWEEN THE TEETH, DRIPPING IN LONG STRINGS FROM THE JAW. IT SMELLS OF GRAVE SOIL, SPOILED MEAT, ROT, AND DECOMPOSITION.

A THIN LEATHERY MEMBRANE RUNS FROM THE WRISTS BENEATH THE ARMPITS TO THE RIBS. WHEN LEAPING FROM CLIFFS, RUINS, TREES, OR CAVERN WALLS, THE JOZGON SPREADS THIS SKIN AND PLANES THROUGH THE AIR LIKE A MONSTROUS FLYING SQUIRREL. IT CANNOT TRULY FLY, BUT IT CAN SILENTLY CROSS A TERRIFYING DISTANCE BEFORE CRASHING DOWN UPON PREY.

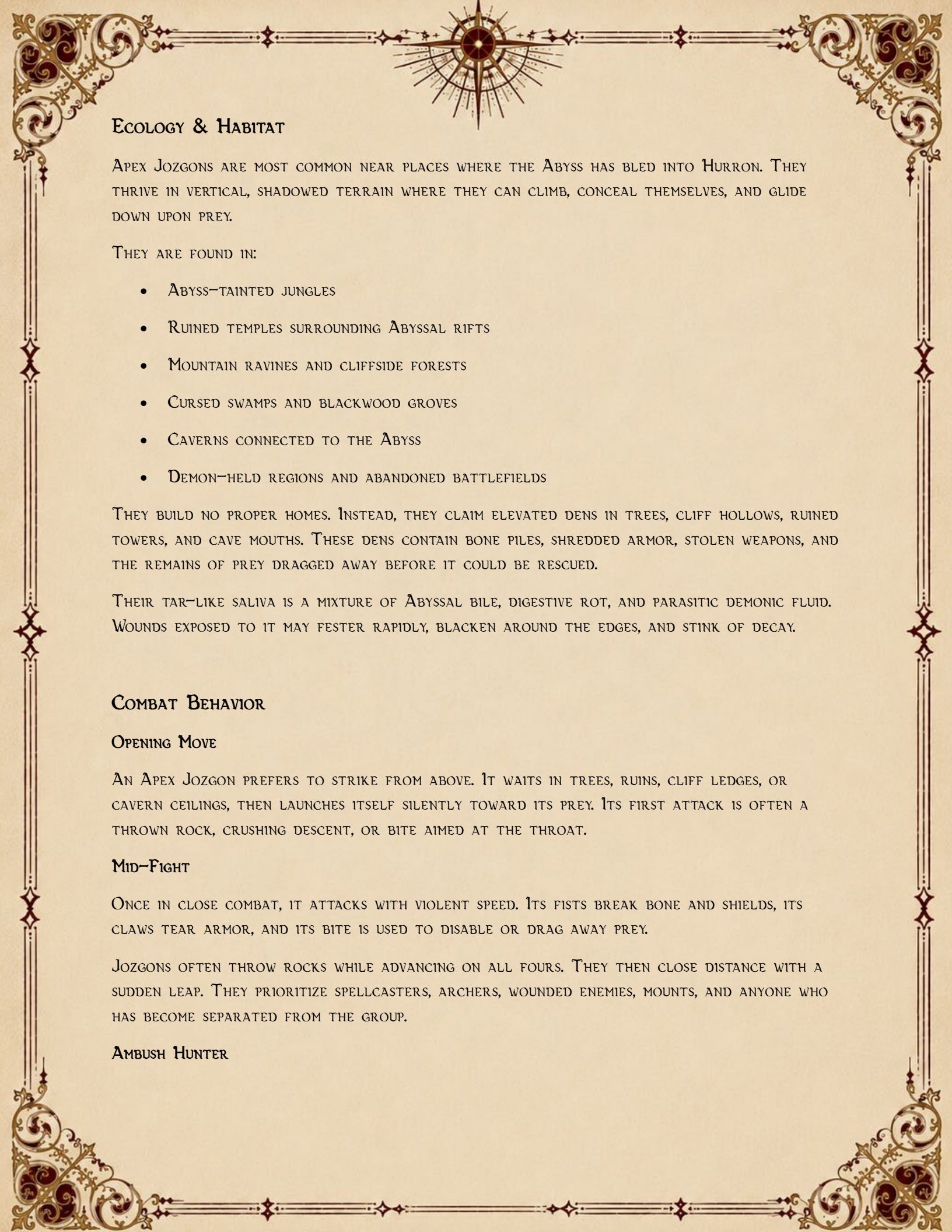
THEIR EYES ARE THEIR ONLY VIVID COLOR: DEEP YELLOW, BLOOD RED, OR MILK-WHITE. WHITE-EYED SPECIMENS ARE OFTEN BELIEVED TO BE THE OLDEST AND MOST ABYSSALLY CORRUPTED.

TEMPERAMENT & INTELLIGENCE

JOZGONS ARE CRUEL APEX HUNTERS. THEY POSSESS ENOUGH INTELLIGENCE TO USE TERRAIN, THROW WEAPONS, SET CRUDE AMBUSHES, RECOGNIZE THREATS, AND TARGET ISOLATED PREY. THEY UNDERSTAND ABYSSAL BUT RARELY SPEAK IT. WHEN ONE DOES, ITS VOICE IS LOW, WET, AND INTERRUPTED BY CLICKING TEETH AND GURGling BREATH.

THEY KILL FOR FOOD, TERRITORY, DOMINANCE, AND ENTERTAINMENT. A JOZGON MAY STALK A VICTIM FOR HOURS, ALLOWING THEM TO HEAR BRANCHES CRACK OVERHEAD AND SMELL THE BLACK TAR DRIPPING NEARBY BEFORE IT ATTACKS.

THEY HOLD A PARTICULAR HATRED FOR HUMANOIDs, ESPECIALLY TRAVELERS, SCOUTS, WOUNDED SOLDIERS, AND ANYONE SEPARATED FROM THEIR GROUP.



ECOLOGY & HABITAT

APEX JOZGONS ARE MOST COMMON NEAR PLACES WHERE THE ABYSS HAS BLED INTO HURRON. THEY THRIVE IN VERTICAL, SHADOWED TERRAIN WHERE THEY CAN CLIMB, CONCEAL THEMSELVES, AND GLIDE DOWN UPON PREY.

THEY ARE FOUND IN:

- ABYSS-TAINTED JUNGLES
- RUINED TEMPLES SURROUNDING ABYSSAL RIFTS
- MOUNTAIN RAVINES AND CLIFFSIDE FORESTS
- CURSED SWAMPS AND BLACKWOOD GROVES
- CAVERNS CONNECTED TO THE ABYSS
- DEMON-HELD REGIONS AND ABANDONED BATTLEFIELDS

THEY BUILD NO PROPER HOMES. INSTEAD, THEY CLAIM ELEVATED DENS IN TREES, CLIFF HOLLOWES, RUINED TOWERS, AND CAVE MOUTHS. THESE DENS CONTAIN BONE PILES, SHREDDED ARMOR, STOLEN WEAPONS, AND THE REMAINS OF PREY DRAGGED AWAY BEFORE IT COULD BE RESCUED.

THEIR TAR-LIKE SALIVA IS A MIXTURE OF ABYSSAL BILE, DIGESTIVE ROT, AND PARASITIC DEMONIC FLUID. WOUNDS EXPOSED TO IT MAY FESTER RAPIDLY, BLACKEN AROUND THE EDGES, AND STINK OF DECAY.

COMBAT BEHAVIOR

OPENING MOVE

AN APEX JOZGON PREFERS TO STRIKE FROM ABOVE. IT WAITS IN TREES, RUINS, CLIFF LEDGES, OR CAVERN CEILINGS, THEN LAUNCHES ITSELF SILENTLY TOWARD ITS PREY. ITS FIRST ATTACK IS OFTEN A THROWN ROCK, CRUSHING DESCENT, OR BITE AIMED AT THE THROAT.

MID-FIGHT

ONCE IN CLOSE COMBAT, IT ATTACKS WITH VIOLENT SPEED. ITS FISTS BREAK BONE AND SHIELDS, ITS CLAWS TEAR ARMOR, AND ITS BITE IS USED TO DISABLE OR DRAG AWAY PREY.

JOZGONS OFTEN THROW ROCKS WHILE ADVANCING ON ALL FOURS. THEY THEN CLOSE DISTANCE WITH A SUDDEN LEAP. THEY PRIORITIZE SPELLCASTERS, ARCHERS, WOUNDED ENEMIES, MOUNTS, AND ANYONE WHO HAS BECOME SEPARATED FROM THE GROUP.

AMBUSH HUNTER



When pressured, a Jozgon climbs away rather than retreating across open ground. It circles through trees, cliffs, ruins, or cave walls, then attacks from a new height or angle. In its native terrain, the encounter becomes a vertical hunt controlled by the creature.

Feeding Frenzy

The smell of blood can trigger a feeding frenzy. The Jozgon may seize a wounded creature, bite repeatedly, and attempt to carry it into the canopy or darkness while violently defending its meal.

Weaknesses

Jozgons dislike open ground where they cannot climb, glide, or conceal themselves. Fire scorches their thin pale skin and causes their black saliva to harden and crack along the mouth. Bright sustained light can disorient white-eyed specimens.

Created by D.M.

