



REMARKABLE RACES

BOGGLE PLAYER CHARACTER RACE



ROLEPLAYING GAME SUPPLEMENT

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REMARKABLE RACES: THE BOGGLE

A New Player Character Race For the 4th Edition Dungeons & Dragons Game

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Small goblinoids, once bred to be better builders, now a fierce new breed of genius on the cusp of madness

RACIAL TRAITS

Average Height: 3' 4" – 3' 8"

Average Weight: 40 – 50 lb.

Ability Scores: +2 Constitution, +2 Intelligence

Size: Small

Speed: 6 squares

Vision: Low-light

Languages: Common, Goblin

Skill Bonuses: +2 Arcana, +2 Perception

Boggle Dodge: You can use *Boggle Dodge* as an at-will power. Goblin abilities mingle with boggle hybridization to create an ability that helps them dodge sudden catastrophic malfunctions.

Boggle Madness: Without a daily dose of a specially formulated serum, you may go insane and attack everything that moves. See “Boggle Madness” details on page 5.

Goblin Subspecies: You are considered a goblin for the purposes of spells and effects that specifically target goblins.

Mechanical Genius: You gain a +2 racial bonus on all non-combat rolls directly involving a magical or mechanical object.

Boggle Dodge

Boggle Racial Power

You move quickly in response area attacks.

At-Will

Immediate Interrupt

Personal

Trigger: You are within the area of effect as the area attack goes off.

Effect: You may shift 1 square. You can only use this effect once per round, and only at the start of the effect. Increase shift to 2 squares at level 11 and 3 squares at level 21.

OVERVIEW

Boggles are specially bred and magically engineered goblins that excel in all things magical and mechanical. Originally from slave stock of an oni mage named Dianlor, these small green humanoids vary little in appearance from their ancestors. Nearly a century of selective breeding, magical experimentation and subjugation to special serums were designed to turn the common goblin into an expert builder. Dianlor, and his protégés, planned to use a hoard of these altered goblins to build and maintain a mobile fortress, and then lead this new battle bastion out to conquest. However, with intelligence came cleverness and independence. The boggles used scrap to build a secret legion of ornithopters, drugged the oni legions with a homemade potion, and flew to far away safety. The oni lords awoke to find their unfinished fortress mostly dismantled for parts and no trace of the boggles. Dianlor's legions have since fallen into anonymity, but the boggles remain.

With intelligence came a conscience as well, and most boggles turned away from evil and treachery. The majority exist as beneficial artificers, spreading works of genius and magic throughout the land. They abhor slavery, and still harbor a grudge towards the oni. Occasionally, a boggle will go nuts from lack of serum; something the race has trouble being open about.

Play a boggle if you want...

- ◆ to be a weird little goblin creature.
- ◆ to play a genius crafter with a terrible secret.
- ◆ to be able to potentially dodge blast effect spells.
- ◆ to be smart and sturdy.
- ◆ to be a member of a race that favors the artificer (or wizard) class.

PHYSICAL QUALITIES

Boggles are Small-sized, green skinned, hairless humanoids. Their faces are particularly goblinoid and feature fairly large noses. A boggle's eyes are most generally red, but may also be orange or violet. Boggles are known for their long, donkey-like ears that move according to their mood. Boggles have short legs and long arms that end in four digits—three fingers and a thumb.

Boggles look very similar to goblins with larger, longer ears and no hair. However, the similarity is skin deep. Boggles are highly intelligent with a mind for solving puzzles, crafting devices and unlocking magical secrets. Many who are used to their less refined cousin find a boggle's appearance and mannerisms a bit comical; a mistake that the boggles are quick to forgive.

Boggles dress in mismatched and patchwork clothes that are cobbled together more for functionality than fashion. The typical boggle, including non artificers, has a hodge-podge of pouches, tool clips, and other bags placed conveniently around their body. Some boggles even sport mechanical appendages; a specialty of some boggle artificers.

ECOLOGY

Due to lack of hair and fashion sense, males and females are hard to tell apart by a non-boggle. They tend to share all roles, and make few distinctions. Males are a bit heavier-set than females, but this is not a definitive indicator.

Boggles have children like most humanoids, with a large proportion of twins and triplets. They mature quickly, reaching adulthood at the age of 10, but have tragically short lives; living only to their mid-thirties. Old age comes on sudden, and is marked by terrible senility. Their demise is almost always violent.

Though most know about it, few approach the subject; boggles need a daily elixir to keep from going mad. A mixed-up and unnatural biochemistry requires a constant infusion of special herbs and other ingredients to keep the boggle's finely-tuned mind from slipping gears. On the 25th hour of not having this boggle brew, the poor creature becomes subject to the Boggle Madness (detailed below). This is likely to culminate in a boggle becoming a raving lunatic capable only of attacking every moving creature or object. Without a dose of this serum, only complete immobilization, luck, or death will stop a boggle's rampage. Some particularly destitute boggles procure special garments that can be fastened into a straitjacket, in a pinch.

PLAYING A BOGGLE

Boggles are born with a mind for mechanics and magic. They have an uncanny and instinctual knack for problem solving and repair. For some, this is simply a lifelong hobby. For most, it is an obsession, driving most boggles directly to

the profession of artificer. Of those artificers, most forgo ritual learning in favor of alchemy. Many boggle alchemists are in search of a better boggle brew, or to eliminate the need for the solution entirely.

Of the non-artificer boggles, most are drawn to the wizard class. Warrior boggles are also known, as well as rogues specializing in gadgetry, trap dodging and lock picking. A few clerics do exist, extolling the virtues of inventor gods such as Moradin or Wonderbringer. Beyond that, boggles of other classes are exceedingly rare or unheard of, but not impossible.

Boggles most often adventure for knowledge, to test their creations, and to gather materials or gold. Some fight slavery or oppression, while others simply work for the good of the world. Another major cause of Boggle adventuring, especially the most dangerous sort, is their extremely short lifespan and potentially disreputable demise. When faced with losing one's mind to the insanity that is virtually guaranteed in old age, most boggles would rather die violently for a good cause before it gets that far.

BOGGLE MADNESS

Boggle Madness is a genetic condition that all boggles have. It cannot be passed on to a non-boggle, and even goblins are immune. It cannot be completely cured, magically or otherwise. Instead, any effect that would remove disease removes only the symptoms for 24 hours.

Boggle Madness Level 1* Disease (Boggle Only) Endurance stable DC 14*, improve DC 19*

The target feels normal, but is subject to onset of the disease in 24 hours.

◀ **Initial Effect:** The target takes a -2 disease penalty to Will saves.

◀▶ The target automatically fails all checks related to Wisdom. Target is unable to perform powers which require concentration.

▶ **Final State:** The target loses control and must attack the nearest mobile creature or object.

*The level of the disease is equal to the level of the boggle carrying the disease. The DC to stabilize is equal to 13 + the level of the boggle carrying the disease. The DC to improve is equal to 18 + the level of the boggle carrying the disease. The worsen DC is always one less and lower than the stable DC.

Boggle Characteristics: Analytical, artistic, creative, driven, enthusiastic, focused, gifted, imaginative, innovative, inventive, light-hearted, obsessive, talented, tragic

Male Names: Clasp, Clutch, Cog, Gear, Glock, Grind, Gyro, Hammer, Hank, Junk, Slag, Ticker, Tin

Female Names: Bik, Brew, Bubs, Chainer, Forge, Gree, Jundle, Kiln, Lox, Pete, Sander, Vilt

BOGGLE ADVENTURERS

Drem was born a tinkerer, like most of the boggles. He specializes in what he refers to as “boosters,” which are potions and items that increase or improve certain abilities. This hardy little fellow will see a problem and work tirelessly to fix it. The slow dwarf of the group now has boots that make him the fastest member of the party. The forgetful elven ranger now has a potion that kicks his memory back into gear. Everybody loves Drem, and they especially adore his gifts.

Lugga was always a bit of an outcast. While good with tools, she was never much of an inventor. In fact, her specialty seemed to be in the breaking, not the building. Harnessing this talent, she was well suited for the rogue class. She specializes in busting locks, spoiling traps, and figuring out ways to get around the most complex security. Her team finds her invaluable when it comes to dungeoneering, as there is seldom a lock that blocks or a trap that springs when Lugga is on watch.

Splok is a jack-of-all-trades. However, like most who claim this title, he is master of few, save one; he is an excellent swordmage. Always finding ways



to combine magic and steel, Splok is a boon to his allies. He is a boggle at heart; always tinkering. He can just as easily mend his armor as he can cook a gourmet meal or build a raft. He looks at every challenge as an opportunity for invention. In a pinch Splok might try his hand at healing, lock picking, or even rituals outside of his normal range. In combat, however, he is a miniature whirlwind of blade and light; never faltering from that which works best.

RACIAL FEATS

Boggles have a number of feats all their own.

HEROIC TIER FEATS

These feats are available to any boggle character who meets the prerequisites.

MONKEY WRENCH [BOGGLE]

Prerequisite: Boggle

Benefit: You gain a +2 feat bonus to disable a trap, open a lock, or break any mechanical device.

DESIGN INTUITION [BOGGLE]

Prerequisite: Boggle

Benefit: You can identify the basic properties and powers of a magic item simply by concentrating on it for one round (you may make only a move action during that round). Powers that cannot be determined upon normal examination likewise cannot be determined with this feat.

ARCANE CRAFT [BOGGLE]

Prerequisite: Boggle, 4th level

Benefit: You can master the Enchant Magic Item ritual without studying from a book or scroll. You may cast this ritual without the Ritual Caster feat.

Special: You cannot take this feat until you are 4th level or above. You cannot enchant items with this feat that you did not craft yourself.

PARAGON TIER FEATS

These feats are available to any boggle character of 11th level or higher, who meets the prerequisites.

AVOID CATASTROPHE [BOGGLE]

Prerequisite: Boggle, *Boggle Dodge*

Benefit: You have improved upon your Boggle Dodge power, and now may use Avoid Catastrophe as an encounter power.

Avoid Catastrophe Boggle Feat Power

You may avoid area attacks entirely with supernatural deftness.

Encounter

Immediate Interrupt **Personal**

Trigger: You are within an effect area as the area attack goes off and you do not use the *boggle dodge* power.

Effect: You may automatically shift a number of squares that would have you safely out of area of effect with the following conditions: 1) You can move in a straight

line.

2) You shift no more than 6 squares.

CATASTROPIC TOUCH [BOGGLE]

Prerequisite: Boggle, *Design Intuition*, *Monkey Wrench*

Benefit: You can use *Catastrophic Touch* as a daily power.

Catastrophic Touch Boggle Feat Power

You can destroy a magic item, potion, or mechanical device simply by touching it.

Daily ♦ **Martial**

Standard Action **Melee touch**

Target: One object of Small size or smaller

Attack: Dexterity vs. Reflex

Effect: Upon your touch, the item is destroyed. The item must be your level or lower (if applicable) and must be something that you could make at your current level. In the case of magic items, no residuum is created. Items crumble into worthless rubble, glowing dust, and useless shards.

EPIC TIER FEAT

This feat is available to any boggle character of 21st level or higher, who meets the prerequisites.

MAD SCIENTIST [BOGGLE]

Prerequisite: Boggle, *Alchemist* (or, if not available, the *Ritual Caster* feat)

Benefit: Through extensive alchemical experimentation, you have found a way to alter your personal body chemistry. Instead of going violently insane after not taking your brew (the final stage of Boggle Madness), you become a Medium-sized creature, and your Strength and Intelligence scores switch. Boggle Brew will change you back to normal. Likewise, you can create anti-boggle brew (treat as boggle brew for the purpose of creation and cost) which triggers this transformation. This only applies to you; the potions and process have no effect on other boggles.

BOGGLE INVENTIONS

It is no secret that boggles are great inventors, magic item makers, and potion brewers. Included here is a small sampling of some of their more popular items.

BOGGLE BREW

Alchemical Item

Market Cost: 6 sp, **Weight:** --

Boggle brew takes about 15 minutes to prepare by someone who is trained in alchemy and Arcana, with the proper ingredients. Luckily, the recipe calls for fairly common herbs and materials that collectively cost around 3 sp to procure. Boggles will often purchase or create large quantities of this substance at one time; keeping it in bottles or even small casks. A bottle of boggle brew costs 10 gp and holds about 20 doses. A cask costs about 1000 gp and holds 2000 doses.

Boggles rarely drink this potion strait, as it is quite bitter and unpalatable. Often, the brew is mixed with some other drink or added to food.



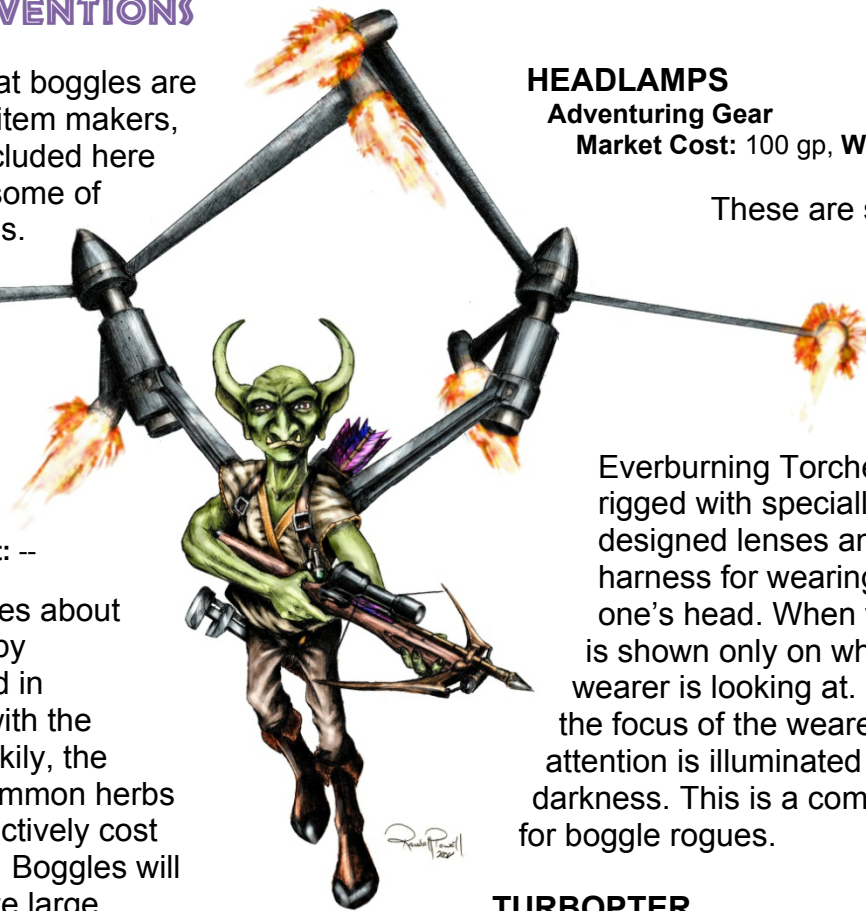
Boggle brew

Level 1

This small vial of bright green bubbly and bitter solution prevents boggles from entering a murderous rampage.

Alchemical Item 6 sp

Power (Consumable): Minor Action. One boggle is immune to the symptoms of Boggle Madness for 24 hours. This does not prevent further mind-altering effects. This potion has no effect on non-boggles.



HEADLAMPS

Adventuring Gear

Market Cost: 100 gp, **Weight:** 2 lb.

These are small

Everburning Torches that are rigged with specially designed lenses and a harness for wearing them on one's head. When worn, light is shown only on what the wearer is looking at. Thus, only the focus of the wearer's attention is illuminated in darkness. This is a common tool for boggle rogues.

TURBOPTER

Medium Vehicle (1 Square)

Market Cost: 2,600 gp, **Weight:** 50 lbs



Turbopter

Level 7

A leather harness straps this device to your back. A turbopter is essentially two propellers mounted on a "V" shaped metal beam. At the ends of the propeller blade are magically enchanted torches that spew orange flame. These boosters power the vehicle. In flight, the machine sounds like a nest of hornets.

HP 10 **AC** 5; **Fortitude** 11; **Reflex** 5

Speed: 0, fly 7 (hover)

Capacity: One Small creature; 50 lbs of cargo

Operation: Levers at the waist of the operator control direction. When not directed, the turbopter simply hovers on spot—allowing for hands-free maneuvers.

MECHANICAL LIMBS

Mechanical limbs are magically crafted metal limbs. These items do not take up a slot on the body, though they do require the space of one limb. Mechanical limbs can be made for Small or Medium-sized creatures. In the case of arms, they can be made for the left or right arm. Mechanical legs replace both legs at once. Your original limb must be replaced to use this item which is something that usually only boggles look upon as favorable. Attachment of a mechanical limb is considered permanent; though they can be removed via gruesome means. Mechanical limbs relay the sense of touch, and are similar in features to that of living constructs; components can be attached. Mechanical limbs, once attached, are considered to be the part of your body that was replaced.



Mechanical Arm

Level 6+

This metallic arm looks as if it was removed from a living construct. It is crafted of many different metals and seems intricately designed. The arm increases strength and agility.

Lvl 6 1,800 gp Lvl 26 1,125,000 gp

Lvl 16 45,000 gp

Wondrous Item

Property: You gain a +1 item bonus to Strength ability checks and Dexterity ability checks. You do not gain this bonus to Strength or Dexterity attacks.

Level 16: +2 item bonus

Level 26: +3 item bonus

Power (daily): Free action. Add a +5 power bonus to hit with one melee or ranged attack.

Level 16: +10 power bonus.

Level 26: +10 power bonus to all melee or ranged attacks for one round.



Mechanical Legs

Level 16

These sleek metallic legs look something like the lower half of some alien full plate armor. They aid in speed and jumping.

Wondrous Item 45,000 gp

Property: You gain a +1 item bonus to speed.

Power (Encounter): Free action. You make an Athletics check to jump with a +5 item bonus. If you jump vertically, you may make the check as though you were jumping horizontally.

WEAPONS

Here are a couple of weapons common to the boggle arsenal.

BATTLE WRENCH

One-Handed* Simple Melee Weapon

This oversized monkey wrench is used as a hammer, grapple hook, vice, crowbar, weapon and, of course, a wrench.

BUZZBLADE

One-Handed Military Melee Weapon

This weapon is a toothy circular blade vertically mounted on the end of a short handle. A tightly wound spring keeps the blade spinning when a trigger is pressed on the handle. The blade can spin for about 30 minutes before it needs to be rewound. Unwound, it works as a handaxe. The buzzblade takes 2 minutes to wind.

SNIPER CROSSBOW

Two-Handed Simple Ranged Weapon

A relatively small crossbow with superior range, the sniper crossbow comes with a scope and adjustment dials for long distance accuracy.

Boggle Weapons

Name	Prof.	Damage	Range	Price	Weight	Group	Properties
Battle Wrench*	+2	1d8	--	15 gp	10 lb	Hammer	Versatile
Buzzblade	+2	1d10	--	50 gp	4 lb	Axe	Off-hand
Sniper Crossbow	+2	1d6	25/45	50 gp	3 lb	Crossbow	Load free

*Since this is a versatile weapon and boggles are Small, they must wield it with two hands (and get no bonuses for doing such).



BOGGLE DEMOLITIONS EXPERT

"Kaboom!"

Certain boggles like to break things. This boggle goes one step further and blows them to smithereens. He sports quite a few burns and wears singed clothing.

* Demolitions Expert		Level 11 Artillery
Small Natural Humanoid		XP 600
Initiative +10 Senses Perception +14; low-light vision		
HP 89; Bloodied 44		
AC 23; Fortitude 23, Reflex 24, Will 23		
Speed 6		
⚡ Buzzblade (standard;at-will) ♦ Weapon		
+18 vs AC; 1d10+5 damage		
⚡ Incendiary Missile (standard;at-will)		
♦ Fire, Weapon		
Ranged 5/10; +18 vs AC; 2d6+5 fire damage		
⚡ Catastrophic Touch (standard; encounter)		
+16 vs Reflex; Magical or mechanical item of Small size or smaller is destroyed. No effect on items greater than 11 th level.		
* Incendiary Bomb (standard;encounter) ♦ Fire		
Area blast 1 within 20; +18 vs AC; 3d8+5 fire damage.		
Boggle Dodge (Immediate reaction, when within the burst effect area as the effect goes off)		
The boggle shifts 2 squares.		
Alignment: Any Languages: Common, Goblin		
Skills: Arcana +13		
Str 18 (+9) Dex 21 (+10) Wis 18 (+9)		
Con 17 (+8) Int 17 (+8) Cha 15 (+7)		
Equipment: Buzzblade, Leather Armor		

DEMOLITIONS EXPERT TACTICS

A boggle demolitions expert will lob *incendiary missiles* at his targets, always looking for the right opportunity to use his *incendiary bomb*. He will use his Arcana skill to assess what object his adversaries would get the most use out of, and he then targets that item for destruction with his *catastrophic touch* ability. When fleeing, if he has not yet used *incendiary bomb*, he uses it to cover his escape.

BOGGLE GREASE MONKEY

"One good bash fixes just about anything."

Covered in oil and dirt, this little guy could easily be mistaken for a beggar. However, one should not underestimate his handiness with a wrench.

* Boggle Grease Monkey		Level 6 Soldier
Small Natural Humanoid		XP 250
Initiative +8 Senses Perception +9; low-light vision		
HP 71; Bloodied 35		
AC 22; Fortitude 19, Reflex 18, Will 18		
Speed 6		
⚡ Battle Wrench (standard;at-will) ♦ Weapon		
+13 vs AC; 1d8+4 damage		
⚡ Unhinged Grasp (standard; encounter)		
♦ Weapon		
+13 vs AC; 3d8+4 damage and target has been grabbed by the wrench if Medium sized or smaller. Target is immobilized until it escapes the grab (treat as if Boggle succeeded on a grab attack). Creatures grabbed in this manner take an ongoing 1d8+4 damage per round until they escape the grab.		
Boggle Dodge (Immediate reaction, when within the burst effect area as the effect goes off)		
The boggle shifts 1 square.		
Alignment: Any Languages: Common, Goblin		
Skills: Arcana +10		
Str 19 (+7) Dex 16 (+6) Wis 16 (+6)		
Con 15 (+5) Int 15 (+5) Cha 13 (+4)		
Equipment: Battle Wrench		


BOGGLE GREASE MONKEY TACTICS

A boggle grease monkey prefers the direct approach—slam the target over the head repeatedly with a wrench. When bloodied, he will try to use *unhinged grasp* to neutralize his foe. If that fails, he will attempt to flee.

BOGGLE NINJA

"Quick as my sword, strong as my wrench."

Trained in exotic lands, this darkly clad boggle excels at subterfuge. Like most boggles, she has a few gadgets to help out.

	Boggle Ninja	Level 8 Lurker
Small Natural Humanoid		XP 350
Initiative +13 Senses Perception +11; low-light vision		
HP 70; Bloodied 35		
AC 22; Fortitude 20, Reflex 21, Will 20		
Speed 6		
⊕ Katana (standard;at-will) ◆ Weapon		
+13 vs AC; 1d10+5 damage		
⊗ Shuriken Slinger (standard;at-will) ◆ Weapon		
Ranged 20; +13 vs AC; 1d4+5 damage		
✱ Rain of Shurikens (standard;encounter)		
◆ Weapon		
Area burst 1 within 10; +11 vs Reflex; 3d8+5 Damage. The boggle is out of shurikens at the end of this power.		
Boggle Dodge (Immediate reaction, when within the burst effect area as the effect goes off)		
The boggle shifts 1 square.		
Combat Advantage		
The boggle deals +1d6 damage on melee and ranged attacks against any target it has combat advantage against.		
Alignment: Any Languages: Common, Goblin		
Skills: Stealth +14, Thievery +14		
Str 17 (+7) Dex 20 (+9) Wis 17 (+7)		
Con 16 (+7) Int 16 (+7) Cha 14 (+6)		
Equipment: Katana (bastard sword), 20 shurikens, dark clothing		

BOGGLE NINJA TACTICS


A boggle ninja attacks with her *shuriken slinger*; from the shadows if possible. If her position is compromised, she will use *rain of shurikens* to cover her escape. When cornered or bloodied, she will fight valiantly with her katana, attempting to carve a path to escape.

MECHNOMANCER

"We are all just machines, aren't we?"

A mechnomancer has mastered the connection between man and machine. In fact, he has hard-wired himself into a

mechanical giant. A mechnomancer appears as a large and menacing suit of armor, with clockwork gears protruding at odd intervals. One of its hands appears to be a cannon. A small circular window in the chest region of the construct reveals what is left of the living part of the Mechnomancer: a begoggled boggle face with various tubes and wires running from it to other internal mechanisms.

	Mechnomancer	Level 25 Soldier
Large Natural Humanoid (living construct)		XP 7000
Initiative +21 Senses Perception +31; low-light vision		
HP 232; Bloodied 116; also see <i>jury-rig repair</i>		
AC 41; Fortitude 39, Reflex 37, Will 37		
Speed 8		
⊕ Slam (standard;at-will)		
Reach 2; +32 vs AC; 3d8+9 damage		
⊗ Electric Cannon (standard;at-will) ◆ Lightning		
Ranged sight; +32 vs AC; 3d10+10 lightning damage		
✱ Flame Thrower (standard;encounter) ◆ Fire		
Close blast 3; +30 vs Reflex; 4d10+9 fire damage		
✱ Radioactive Pulse (standard;encounter)		
◆ Radiant		
Area burst 2 within 20; +30 vs Reflex; 4d10+9 radiant damage.		
Jury-Rig Repair (minor, usable only while bloodied; encounter)		
The mechnomancer gains 87 temporary hit points.		
Alignment: Any Languages: Common, Goblin		
Skills Arcana +24		
Str 30 (+22) Dex 25 (+19) Wis 25 (+19)		
Con 24 (+19) Int 24 (+19) Cha 22 (+18)		
Equipment: large plate armor		

MECHNOMANCER TACTICS

A mechnomancer wades fearlessly into battle, zapping enemies with his *electric cannon* whenever possible. Enemies that get too close, will feel the wrath of his slam attack and *flame thrower*. If worse comes to worst, he will use a *radioactive pulse* and then run quickly away. He will use *jury-rig repair* as soon as he becomes bloodied.

BOGGLES IN YOUR GAME

While goblins have been around since the dawn of time, boggles are a fairly new race to the world. In any campaign that includes goblins, boggles could easily be their descendants or subrace. If such is the case in your campaign setting, the boggle race requires almost no adjustment to your world to begin play immediately. Because they do have a lineage that they can trace, boggles do not lack tradition, language, and history common to other PC races.

In most games, goblins have a terrible reputation for being stupid mischief makers or dangerous pests. Boggle PCs may need to overcome this stereotype. If boggles are introduced as a brand new development in your campaign world, boggle PCs may have a slight disadvantage during social encounters. Though they also might have a slight advantage when dealing with other goblinoids, who may not realize whose side the boggles are on. In any case, it will be a surprise to all when the apparent goblin is the one who solves a complex puzzle, disables a deadly trap, or gives sound engineering advice.

A campaign that lacks the components of alchemy or artificers can still harbor boggles without much trouble. Wizards make great artificers as well, and alchemy could easily be a subset of the Arcana skill. Nearly all fantasy role-playing games have potions, magic items, and mechanical devices, so the boggle should feel right at home.

If your campaign setting does not include goblins, for whatever

reason, boggles could still be possible in your game. Perhaps they were a relatively unknown race until they entered a spontaneous industrial revolution. Maybe they are from another world, which just happens to be more technologically advanced. Yet another possibility is that they were magically created from scratch—the result of a powerful wish gone awry.

Whatever the case, the boggle would make a welcomed addition to any game as the resident tinkerer, an unusual option for the player who is great at puzzle solving, a challenge for the player who has played everything, or just a good match for those that like to use their engineering talents.





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