

"The typical lumberjack was the most independent person on earth. No law touched him, not even smallpox caught him. He didn't fear man, beast, nor the devil."

—"Moonlight" Henry Smith
(qtd. in "The Lumberjack Code," Richard Dorson)



STORY GUIDE



A MAKE YOUR OWN ADVENTURE GAME

CREATED BY LENWOOD SHARPE

INTRODUCTION

I WANT TO TELL YOU A STORY. Deep in the pine country, where the Hunter's Moon casts its long, dreadful shadows beneath the trees, the dry air grows colder, COLDER – thinner, THINNER. Off some ways, a mad howling echoes, as an unseen sort of thing moves closer, CLOSER. Your heart beats, rather cringes, faster, Faster, FASTER. A voice calls out to offer you an escape. Distant embers burn brighter, BRIGHTER. Then you see it. A campfire aside a lonely cabin, at last REFUGE! Whilst “The Great Thing,” pawing and scraping across a frozen lake, thuds louder, Louder, LOUDER, L O U D E R.

Me? I am that voice you heard. One of many inside your head. Call me Imagination. “The Great Thing” you flee is called your R E A L I T Y. That is not where I will take you. But follow me to a place of things forgotten, of parts stranger, Stranger and STRANGER. Let the forest and night consume you, escape into adventure, escape into the world of *About Old Storytellers*!



A WORD FROM THE DESIGNER



Storytelling is a dying art. Not for the kind of stories found in movies or books but for the sort of stories told aloud and brought to life in the light of a campfire. For there simply is no substitute for a good campfire story. To which even classic works such as William T. Cox's *Fearsome Creatures of the Lumberwoods* or Richard Dorson's *Man and Beast in American Comic Legend* cannot do them their full justice. *About Old Storytellers* or a *Game of Campfire Lore* (AOS) is a storytelling and strategy-based game. This game takes its inspiration from those spoken stories dreamt up long ago in a lonely, isolated logging camp somewhere. These are the kind of tales heard over the roar of laughter and crackle of the open fire, which have gone long untold.

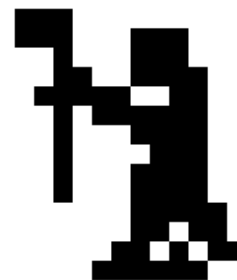
The art of good storytelling often lies more in the storyteller than in the story itself. No story need be fixed word for word in our minds but rather should be told from the heart. This allows fresh inspiration and fiery imagination to come into play. For the tales herein more closely resemble the stuff of dreams than of fairytales, and no two dreams are ever so exactly alike.

As well, in creating your adventure, bear in mind the key difference between an adventure and horror story. In a horror story the danger comes to the characters, but in adventure the characters go towards the danger. Thus, in *About Old Storytellers*, like any good adventure story, it is about that sort of engagement. The Storyteller should be animated and above all enthusiastic.

Don't know how to smoothly transition something into the story? No problem! If things pop up suddenly, without warning, nor explanation, you are doing it right! Mystery can be an important part of the game. Do not spoil it by giving everything out right away. At any rate, this gives the Storyteller time to fill in gaps and figure out what was going on in the first place. And if not, should

a player suggest why something happened the way it did, great roll with it. *Make the players part of the process*, the more imaginations the better!

However, the overall experience still rests on the Storyteller and his or her ability to fountain their imagination into interactive storytelling. Accordingly, improvisation and preparation are both key to building an entertaining experience. We begin by thinking, rethinking and thinking beyond that. We play with the concept and sprinkle in inspiration from wherever we can find it. We ask ourselves questions along the way. Such as where exactly is the story right now and where am I going with this?



It is the responsibility of the Storyteller to do the necessary pre-game preparation. He or she must be quick to react to the responses from the players and change the story, if it moves in an unanticipated direction. But this duty should not overshadow the most important—ensuring a good time is had by all.

While many may scoff at the idea of fantasy gaming consider this. Both dreams and reality are facets of our existence, two sides of the same coin. While we may consider one more than the other, our time spent dreaming is not nothing. On average a person spends twenty-five years sleeping, that's a quarter of a century dreaming, living in a fantasy world. And while one is dreaming it feels just as real as the everyday. Therein lies the objective of the Storyteller. To bring a little bit of those dreams over to our waking lives. Moreover, to create something the participants look back on as fantastic, but while engaged in, discover something surprisingly real.



THE LUMBERJACK

LENWOOD S. SHARPE
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The old-time lumberjack was truly a being to behold. He was more precisely called a logger or simply a "jack." The archetypal "jack" lived a life very different than anything we would know today. He would labor his entire winter away in camps far removed from the comforts of civilization. According to folklorist Richard Dorson, the logger lived by an unwritten code, as duly upheld as even the code of chivalry that governed knighthood. Despite their rough-and-tumble demeanor, loggers had a very high sense of honor and, while fierce fighters, never struck blows in camp. They were rowdy and rambunctious but noble in heart and generous in spirit. They were known to give to charity and even cease the use of profanity in female company. Despite the dangerous work they had to perform, loggers prided themselves on their ability to drink, boast, fight and above all work. He who could fell the most trees or who could haul the most logs was a matter of immense pride to the lumberjack. As well, with limited means to past the time, they would spend long nights telling stories around a burning stove or roaring campfire. It was not before long that loggers began to invent their own lore. Indeed, a rich body of stories of heroic deeds, terrifying ghosts and fearsome beasts. It is upon such stories that this game takes its inspiration.



THE LOST REPUBLIC

Little known to many, throughout North America's checkered past, there have existed various short-lived and forgotten nations. The Republic of Indian Stream existed for just three short years in the 1830s due to a territorial dispute between the U.S. State of New Hampshire and the British Province of Lower Canada. Likewise, the République du Madawaska existed in what is today New Brunswick and Maine due to discrepancies in the Treaty of Paris (1783). Moreover, so have come and gone the Vermont Republic, Watauga Association, State of Muskogee, Free State of Jones, California "Bear" Republic, etc. under various banners from political to religious. Not to say nothing of reclamation efforts by whole tribes of Native peoples that continue to this very day.

But whatever the reason you may find to spur your little republic from a larger power, it makes for grand storytelling. So, imagine with me a small, remote republic, nestled who-knows-where in some thickly forested and inaccessible region. Such is life in the Republic of—That's your cue, chime in whenever you like. Something, you know vaguely real sounding. Black Mountain Republic? Free State of Eagle River? Dominion of Fort Macomb? Republic of Carter's Sound? An adjective with a geographical feature usually does the trick. Likewise, a name inserted before port, fort, etc. works just as well. I will let you play around with it.



THE SECRET SOCIETY

As with forgotten republics, it is somewhat less obscure that fraternal orders and secret societies used to be immensely popular. That is VERY popular. Forget the Masons or Illuminati, nearly every trade you can possibly think of had its very own hush-hush society; complete with fancy handshakes, symbols and outfits to match. The Companions of the Forest of America, Brotherhood of Railroad Brakemen, Daughters of Mokanna, Society of Thirteen, Eternal and Universal Brotherhood of Mystics, International Association of Fire Fighters, Knights of the Red Cross of Constantine, League of Friendship of the Mechanical Order of the Sun, International Concatenated Order of Hoo-Hoo, etc. Some of which are still in existence. Also, as you can tell, names don't necessarily have to spell out what trade they are associated with. Your society holds its meetings in the utmost secrecy, under the cover of darkness, within great tents set-up in the middle of the vast wilderness. This order is the possessor of hidden knowledge, and its members are the last ones who can rid the republic of the horrors that seek to engulf it.

Its name is not going to be too difficult. Start with an adjective (modern, secret, royal, loyal, mystic, ancient, etc.), then a word meaning association (society, brotherhood, union, circle, order, etc.) followed by "of." Lastly, you follow this with any plural cryptic noun (watchers, adventurers, firebrands, war eagles, mountain tamers, moon walkers, soul seekers, shadow dancers, etc.)

THE INVISIBLE WORLD

In 1693 Cotton Mather wrote *Wonders of the Invisible World*, a book, without apology, in which he defended his role in the notorious Salem witch trials. Throughout the book, Mather maintained that the deaths of countless women, as accused witches, were a symbol of divine justice and that such persons were tools of Satan himself. Little did he realize; the world never saw such an instrument of the devil than he who would condemn innocent people to death.

But what of true witches and this invisible world? Countless stories that speak so often of the evil of witchcraft have very little to say on the evils of man. Despite such tales, not all witches are wicked no more than all people are righteous. As a matter of record, witches seek to make no enemy of the creator but rather only that of man. As to why they should despise the male variety, so much, is not the question. The question is why should they be so merciful? For is not man the destroyer nature, the herald of war and the bearer of intolerance? So it is, at least, the popular opinion within the Invisible World. The Invisible World exists as much as the Visible World exists. It is a place occupying the same space as our world but on a different plane. It is the secret sanctum from where ancient mystics draw their power. Yet, it is not a place of darkness and suffering, but it is one very much unlike our own. It is people-less realm, ruled by a powerful queen, where life flourishes and man never existed.



EXPERIENCE POINTS

Just as silver can be used in trade, experienced points can be redeemed to acquire new skills or increased a character's Grit or Resolve. Every time a player earns 100 experience points, they advance to a higher rank within their secret society. At what time they may exchange these points for such things that are at the discretion of the Storyteller. Within the story a higher status in the ancient order can command the respect and assistance from those individuals and groups appreciative of the association's charitable work. Still, it may just as easily put a target on their backs if made known to their enemies.

All player's characters begin their first game with the designation of modern knight and throughout the story they gain experience points. The awarding of experience points, however, is never based on any in-game accomplishments but rather out-of-game performance. Who is the most creative player? Who is the most enthusiastic? Who is the all-around good sport? Who always brings a special talent into a game? Never hesitate to reward genuine, heartfelt participation.

FIRST ORDER

1. Modern Knight
2. Loyal Knight
3. Royal Knight
4. Noble Knight
5. Mystic Knight
6. Gilded Knight
7. Illustrious Knight
8. Benevolent Knight

SECOND ORDER

1. Improved Modern Knight
2. Improved Loyal Knight
3. Improved Royal Knight
4. Improved Noble Knight
5. Improved Mystic Knight
6. Improved Gilded Knight
7. Improved Illustrious Knight
8. Improved Benevolent Knight

THIRD ORDER

1. Exalted Modern Knight
2. Exalted Loyal Knight
3. Exalted Royal Knight
4. Exalted Noble Knight
5. Exalted Mystic Knight
6. Exalted Gilded Knight
7. Exalted Illustrious Knight
8. Exalted Benevolent Knight

MODEL REPUBLIC

About Old Storytellers is about imagination and having fun, but also it can be a lot of work, especially on the Storyteller. While one is always free to flesh out a unique setting for AOS, we have devised one of our own invention to serve as an example. It may even serve as your own backdrop should it suit you. We now present for your study or use the *Kanawa Republic*.

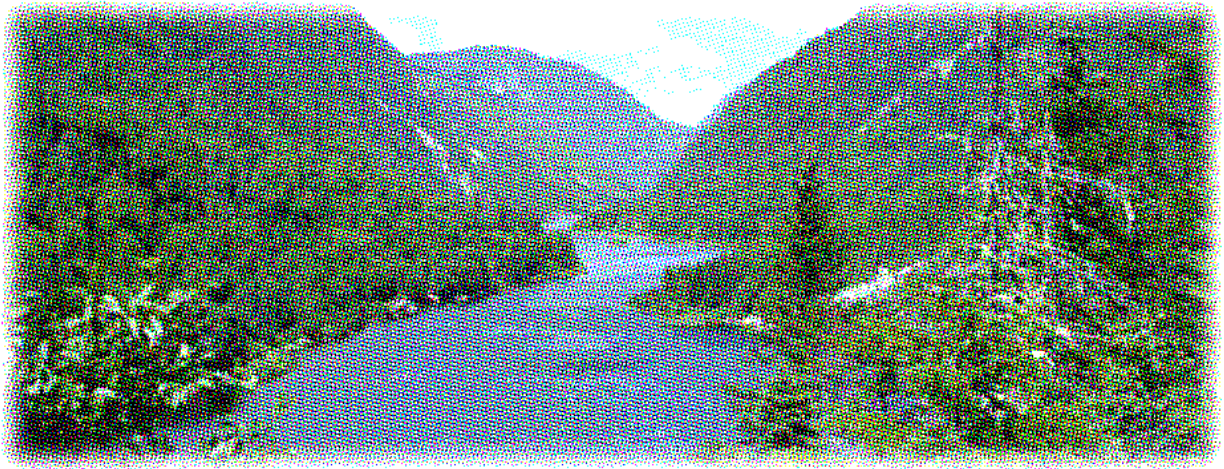


Photo of a Boreal Landscape, the Topography of the Kanawa Republic.

Photo Credit: David Touzin (dav2z) (3 Aug 2006). *The Hautes Gorges de la Rivière Malbaie*. [Wikimedia.org](https://commons.wikimedia.org/wiki/File:Hautes_Gorges_de_la_Riviere_Malbaie.jpg)

OVERVIEW OF THE KANAWA REPUBLIC

THE KANAWA REPUBLIC LIES within the boundless boreal forests and remote valley ways about a three weeks journey from Quebec. It is not accessible by wagon or train. A horse, provided a strong one, might make the trip with sure difficulty. Most wouldn't chance it, waste of a good horse. No, the choice method of arrival is either by steamer or balloon. That is if they are not pulled beneath the waves or plucked out of the air.

For the land where the republic stands is a place of no few dangers. There is little refuge from the savagery of beasts or unforgiving elements, the chief of which is a lonely trading port called Matawaw, the capital, along the rocky northeast coast. To the west and further south, the Republic shares the peninsula with a local tribe known in colonial times as the Quonabi. However, the natives firmly assert to have never called themselves by such nonsense. They prefer rather, as it is in their own tongue, *Mākwosukoweyinewuk*, people of the forest's midst, or simply Makwa.

Upon the lower peninsula of this lost republic, one will find no signs of civilization, no roads, no towns, neither law nor order. Rather it is a place that calls back to a different time, when we were not master of all we surveyed. This is Sattaw Territory, a wilderness without bounds. Some call it no man's land, but to the loggers of the camp at the River Bürmoos, it is called freedom, moreover they call it home.

AN ACCOUNT OF THE KANAWA REPUBLIC

AS IT WAS IN THE TIME OF PAUL BUNYAN

In the beginning, the Kanawa Republic was known as Rolf's Land. Rolf's Land was an English colony but was later transferred over to Prussia for an undisclosed amount. The transfer of government was not very popular among the settlers who were comprised of various nationalities. They all had made journey to the peninsula for fortune or a better life. The colonials resisted the enforcement of Prussian culture and values; as well a language that many could not read nor speak (English remained the *de facto* language for trade). Most of all, the settlers were very resentful towards Prussian military presence.

Through gross negligence the rise of the Prussian colonial government lead to a draft and fighting with the Makwa over territorial disputes. A short war broke out resulting in a humiliating defeat for the Prussian Colonial Army, who greatly underestimated the Makwa home advantage and overestimated their power as an untested fighting force. Soon after, the populace demanded that treaties be established to ensure peace and order within the region. An armistice was reached, however, not long after the Prussian governors of Kanawa initiated a policy of military conscription. The policy required the battle-aged males of Kanawa to fight in foreign wars. This policy proved vastly unpopular within the colony and was the last straw in the minds of many settlers, already weary of fighting. They knew should they die it would be better to do so for their own rights, on their own ground, than lost in a foreign land. Yet, knowing they could not possibly hope to defeat the regiment of Prussian troops overseeing conscription nor the handful of ships on their way for recruits, the settlers devised a bold solution.

Noting the unpopularity of Prussian policy among the Makwa, enslaved and indentured peoples as well as pirates, who preyed on Prussian vessels, under the utmost secrecy a deal was struck. The deal called for an all for one, one for all, alliance against the Prussian colonial government. The terms were independence for the colony, an end to encroachment on Makwa land, the unconditional prohibition of slavery and a generous compensation for privateers on spoils gained from Prussian vessels.

When Prussian ships arrived for their Kanawan recruits they came under heavy fire by pirate vessels. The Prussian land forces (brown coats) were then ambushed by colonial fighters (green coats). Armed with their long-range hunting rifles, the colonials pushed the Prussians east to the shore. The Prussians were now blocked by Makwa from the south and emancipated slaves from the north. After some brief but intense fighting, the remaining Prussian forces were loaded on a handful of ships and sent back to Europe. The Prussian government, too far embroiled in wars to try and fight another one with such a long supply line, was left with no alternative but to abandon its claim to Kanawa.

On August 4th the peoples of the peninsula declared the united Kanawa Republic.



KANAWA COUNTRY PROFILE

Name: Kanawa Republic (pronounced *kah-nuh-wuh*).

Motto: *Vivere disce, cogita mori.* (Die to Live or Live to Die)

Capital: Matawaw

Languages: Various. English, French, Polish, German, Swedish, Russian and Makwa widely spoken.

Demonym: Kanawan

Government: Meritocratic Presidential Republic. Partially based on *Haudenosaunee* (Iroquois) government. Only men can become elected representatives; however, only women can nominate officials and vote.

Area: 575 square miles

Flag: The Kanawa Cross (pictured)

Currency: Kanawan Silver ₪

Secret Societies: Ancient Order of Muleskinners (men and women admitted)

Environment: Largely Boreal forests, mountains and glaciers. NOTE: Boreal forests often have larger animals due to the need to retain body heat. Boreal forests also contain more wetlands than any other biome as well as the most extreme temperature differences.

National Animal: Woodland Caribou

Political Issues: Rumors persist of anarchists and secret, Prussian loyalist groups conspiring to undermine social stability and progress. Additionally, countries in North America suppress word of Kanawa's existence to prevent it from inspiring revolts on their own soil. *

* Historically, such a policy is not completely unheard of. Similar efforts were carried out in the United States by prominent officials following the Haitian revolution.



KANAWAN ANTHEM



O'er the Land, 'cross the sea.
To that place that dreamers dream

Vivere Disce, Cogita Mori
Die to Live or Live to Die.

Down the narrow path, where tread few.
Where the New World is still new.

Vivere Disce, Cogita Mori
Die to Live or Live to Die.



CHALLENGE PAGES

The following is an example listing on how to read and use a challenge page. All challenge pages fit a similar format excepting that some are more comprehensive in their description.

EXAMPLE CHALLENGE

[The three dice listed by the Title of the challenge specifies the roll of three dice (ordered from lowest to highest) for the Storyteller to select the challenge at random]

Order : Something.









[**ORDER** specifies what category a challenge falls under. Different categories may be more easily overcome depending on Fervor and Tactic selection.]

Description : Arg! Arg! I am a big scary creature or waterfall or something, blah, blah, blarg.

[The **DESCRIPTION** section provides an idea of what sort of challenge the players' characters are facing. The Storyteller fills in any blanks simply based on his or her imagination. If a challenge lists a certain environment, the Storyteller is free to alter this based on the needs of the story.]

GRIT :  7 ...  4 ...  4 ...  16 ...  7 ...  1

[The **GRIT** section determines the minimum a player's roll must exceed to remove points from a challenge's Resolve. In the story, it is the effectiveness of a tactic against the challenge.]

FERVOR :  ...   ...   ...  ...  ... 

[The **FERVOR** section determines the maximum number of dice the Storyteller can roll to counter the roll made by the player. He or she is free to roll fewer than or up to this number.]

RESOLVE : 21

[(1 - 3) 2 pt ... (4 - 6) 4 pt ... (7 - 9) 6 pt ... (10 - 12) 8 pt ... (13 - 15) 10 pt ... (16 - 17) 12 pt]

[The **RESOLVE** section determines the number of points needed before the challenge is defeated or overcome. Beneath the challenge's Resolve it notes how many points are removed based on the value rolled by the player. If a player rolls between 1 and 3 remove 2 points, 4 and 6 remove 4 points, 7 and 9 then 6 points, 10 and 12 then 8 points, 13 and 15 then 10 points and 16 and 17 remove 12 points. The Storyteller keeps track of points removed on a blank sheet of paper.]

TACTICAL SUGGESTIONS

 N/A ...  Pulls Hair, Kick, Bite ...  Squeak, Crawl Over Opponent
 N/A ...  N/A ...  N/A

[The **TACTICAL SUGGESTIONS** section provides simply in-story ideas for what a challenge's roll might represent. Again, these are only suggestions. The Storyteller is free to come up with any action that would fit the story. These are described **VIVIDLY**. Example, "The horrible hidebehind takes hold hideously hollowing the human hunter. Slithy through sinew it slices swallowing its supper. The creature carves through cartilage craving its contents and callously crushing all it consumes. Violently, the victor eviscerates the viscera and vanquishes the visitor." **NOT** "It claws you."]

TALL TALE CREATURES

▣▣▣ JACKALOPE (*pedigres Leapusalopus Ineptus*)

Range : The American West, particularly areas around Douglas, Wyoming.

Habitat : Chaparral. Usually only the most rugged, forsaken terrain imaginable.

Order : Tall Tale Creature

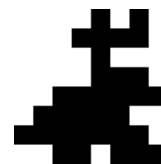
Behavior : The JACKALOPE is a violent and aggressive little cuss, especially if cornered. Extremely temperamental, just sayin'.

Bounty : 2 SILVER.

Monetary Benefits : The Jackalope is prized for its head, which is used to adorn many a bar, tavern and other place of learning. As well, the animal is prized for its milk, a powerful aphrodisiac.

Related Species : Sabretooth Jackalope (*Leapusalopus incisorous maximus*).

Description : Head and body stout. Coat tan and short; ears long and thin. Antlers disproportionate to body. The animal resembles a run-of-the-mill cottontail rabbit but possess antlers akin to a deer. It is noteworthy for its uncanny ability to mimic sounds. The beast is originally native to the desolate areas and only mates during thunderstorms.



GRIT : 10 ... 1 ... 10 ... 13 ... 16 ... 4

FERVOR :

RESOLVE : 10

[(1 - 3) 2 pt ... (4 - 6) 4 pt ... (7 - 9) 6 pt ... (10 - 12) 8 pt ... (13 - 15) 10 pt ... (16 - 17) 12 pt]

TACTICAL SUGGESTIONS

N/A ... Impale, Scratch, Bite... N/A
 N/A ... N/A ... Mimic Human Voice, Sing

☐☐☐ **RAZORBACK HOG** (*Randolphus ozarkana*)

Range : Chiefly found deep within the Ozark territory.

Habitat : Narrow hollows, mountains, cliffs, precipices, ridges, in addition to the *rocky* areas.

Order : Tall Tale Creature

Behavior : Natural born scrapper. The RAZORBACK is always ready to take on all comers; quick, agile and unforgiving. Try and stay out of its way.







Bounty : 5 SILVER.

Monetary Benefits : A culturally important symbol throughout the Ozark region; helps to sell numerous shirts, caps and other merchandise.

Related Species : (1) Mule-Footed Hog (*Bonumviri porcus*) – hooves non-cloven. (3) Tyro Hog and (4) Fish Hog – smaller; considered delicacies. (5) Second-Row Strain. (6) Hazel-splitter. (7) Prehistoric Razorback “XXXL” times larger; now extinct.

Description : Head and body narrow; weight does not matter; breadth incredibly thin; snout exceedingly long. Tusks about the same length; vertebra extremely sharp and rigid; legs powerful and strong. Tail short; complexion multicolored. The Razorback's unique body type is perfectly suited to the narrow, alpine trails where it abounds. With minimal exertion the brute can effortlessly squeeze between even the most constrictive mountain passes, double back, run you over and knock you flat on your back... before you even think about having it for dinner.







GRIT :  10 ...  1 ...  10 ...  13 ...  16 ...  4

FERVOR :  ☐ ...  ☐ ...  ...  ...  ☐☐ ... 

RESOLVE : 15

[(1 - 3) 2 pt ... (4 - 6) 4 pt ... (7 - 9) 6 pt ... (10 - 12) 8 pt ... (13 - 15) 10 pt ... (16 - 17) 12 pt]

TACTICAL SUGGESTIONS

 Run Around in the Brush ...  Headbutt, Tackle, Bite ...  N/A
 N/A ...  Evade, Chase, Jump, Squeeze Between Rocks ...  N/A

☐☐☐ **ROPERITE** (*Rhynchoropus flagelliformis*)

Range : The American Southwest. Principally, Sierra Nevada mountains.

Habitat : Chaparral, arid deserts. General dead and dying areas. Basically, look wherever death is, you'll find the ROPERITE.

Order : Tall Tale Creature







Behavior : Less hot-headed than most creatures, although that ain't sayin' much.

Bounty : 5 SILVER.

Monetary Benefits : Make a good leather coat out of it? I dunno.

Description : Skin impenetrable coarse and leather-like; rattle located at end of tail. Head medium; beak extraordinarily long and remarkably rope-like. Sizable flightless bird that reels in all its food with its remarkable lasso-like bill. Exceedingly fast, a real pain to outrun, almost glides across unlevel terrain. Thought by some to be reincarnated spirits of early Spanish *rancheros*. Flipper-like legs provide invulnerability to thorns and other prickly, blister-inducing desert plants.







GRIT :  10 ...  1 ...  10 ...  13 ...  16 ...  4

FERVOR :  ☐ ...  ☐☐ ...  ...  ...  ☐☐ ... 

RESOLVE : 20

[(1 - 3) 2 pt ... (4 - 6) 4 pt ... (7 - 9) 6 pt ... (10 - 12) 8 pt ... (13 - 15) 10 pt ... (16 - 17) 12 pt]

TACTICAL SUGGESTIONS

 Lasso, Kick up Dust, Leap Over Opponent ...  Claw, Knockdown ...  N/A
 N/A ...  Leap, Evade, Chase ...  N/A

👁️👁️👁️ **HOOP SNAKE** (*Serpenscirculousus caudavenenifer*)

Range : Common throughout North American hill country and around the Australian outback.

Habitat : *Rolling* landscapes, pun intended.

Order : Tall Tale Creature.

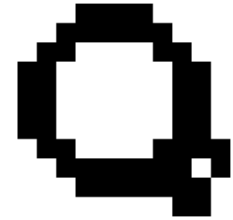
Behavior : Regularly clenches its tail in its mouth enabling it to roll like a wheel, roughly a mile per minute. You know nothing unusual. Oh except, self-sustaining gyration, right.

Bounty : 7 SILVER.

Monetary Benefits : Organized HOOP SNAKE Racing (OHSR) is a very competitive sport in Australia, bets are common, and the fastest Hoop Snake can fetch a pretty penny. Also, could see keepin' one on hand in case of a flat, but that's just me.

Related Species : (1) Ouroboros. (2) Tsuchinoko.

Description : Head triangular. Medium sized; scorpion like stinger on tail apex. The Hoop Snake situates itself atop a knoll, clinches its tail between its fangs and starts to pick up momentum. It is the proud possessor of lethal venom, released from a stinger positioned at the end of tail. Rolling down at incredible speed, the hoop snake will uncoil itself and stab a bystander with dart-like precision. Not a big fan, really.



GRIT : 🌊 10 ... 🟠 1 ... 🦋 10 ... ★ 13 ... ⚡ 16 ... 🟢 4

FERVOR : 🌊 🟡 ... 🟠 🟡🟡 ... 🦋 🟡 ... ★ ... ⚡ 🟡🟡🟡 ... 🟢

RESOLVE : 25

[(1 - 3) 2 pt ... (4 - 6) 4 pt ... (7 - 9) 6 pt ... (10 - 12) 8 pt ... (13 - 15) 10 pt ... (16 - 17) 12 pt]

TACTICAL SUGGESTIONS

🌊 Attack Around Opponent ... 🟠 Run Over, Sting
🦋 Hiss, Circle Opponent, Glare
★ N/A ... ⚡ Roll, Chase ... 🟢 N/A

▣▣▣ **AGROPELTER** (*Anthrocephalus craniofractens*)

Range : Prevalent throughout Northern forests from Maine to Vancouver.

Habitat : Evergreen forests, principally. Hollow trees, forest canopies.

Order : Tall Tale Creature.

Behavior : Basically, an all-around prick. The little nudnik takes it upon itself to rid the forest of lumberjacks and other would-be “intruders.” Its choice method of vengeance is the break off a good, sturdy branch and send it crashing down upon unsuspecting heads. Ouch! The AGROPELTER moves by swinging from tree to tree. He is quite literally— a headache.















Bounty : 8 SILVER.

Monetary Benefits : None, but cross one and it will cost you.

Related Species : Agropelter, var. Widow-Producing (*Brachviipotentis crainiofractans*; Tryn.).

Description : Coat brow; exceptionally slender frame. Primate-looking in overall appearance; whip-like arms. The Argopelter takes much care to give its arms plenty of exercise. They are usually in fair to mint condition, excepting for a rather chronic case of pitcher’s elbow.

GRIT :  10 ...  1 ...  10 ...  13 ...  16 ...  4

FERVOR :   ...     ...   ...  ...     ... 

RESOLVE : 30




[(1 - 3) 2 pt ... (4 - 6) 4 pt ... (7 - 9) 6 pt ... (10 - 12) 8 pt ... (13 - 15) 10 pt ... (16 - 17) 12 pt]

TACTICAL SUGGESTIONS

 Swing from Tree to Tree, Concealed Movements

 Smack, Whip with Arms

 Howl, Glare, Beat Chest

 N/A ...  Throw Branch, Swing Opponent...  N/A

SPLINTERCAT (*Felynx arbordiffisus*)

Range : Widely distributed. Common in the Great Lakes. Found as far South as the Gulf of Mexico towards the Atlantic coast. Occasionally encountered in the Rockies.

Habitat : Forests. Other thickly wooded areas, especially where destruction is plenty to be had.

Order : Tall Tale Creature.

Behavior : Chiefly nocturnal, active only during thunderstorms. With a force comparable to that of an oncoming train the SPLINTERCAT uses its rigid forehead to demolish trees and the whole lot of anything unlucky enough to be in its way. This task it accomplishes by racing up the nearest tree and descending in torpedo-like freefall.













Bounty : 10 SILVER.

Monetary Benefits : Tremendous saving potential on tree-removal costs.

Related Species : (1) Wedge-Nose Splintercat (*Nasusossificatus arbordemolieus*; Tryn.).
(2) Stonehead Splintercat (*Childera lapiscaputens*).

Description : Feline, big cat type. Heavysset, husky frame; prominent nose ridge of compact cartilage. Muscular hind legs, with shorter forearms; short, stiff tail. Indestructible forehead. The Splintercat possess a solid coat, with spotted markings along the length of its back. The Splintercat subsides on bees and raccoons found in the trunks of the trees it destroys.







GRIT :  10 ...  1 ...  10 ...  13 ...  16 ...  4

FERVOR :   ...    ...   ...  ...    ... 

RESOLVE : 35

[(1 - 3) 2 pt ... (4 - 6) 4 pt ... (7 - 9) 6 pt ... (10 - 12) 8 pt ... (13 - 15) 10 pt ... (16 - 17) 12 pt]

TACTICAL SUGGESTIONS

 Knock Down Trees ...  Crashes to the Ground, Body Slam, Claw, Bite
 Roar, Glare  N/A ...  Chase, Pounce ...  N/A

☐☐☐ **GOWROW** (*Certorhinus simtheeri*)

Range : Sighted throughout Ozark country, but originating near the vicinity of Blanco, Calf Creek Township in Searcy County, Arkansas, U.S.A.

Habitat : Caverns. Found only in the most inaccessible depths, strewn with the bones and half-chewed corpses of its victims. Or possibly, in the deepest reaches of the imagination of a local newspaper editor, whichever came first.

Order : Tall Tale Creature.

Behavior : Nocturnal. Frequently bellows out an ear-splitting and dreadful snarl from where it obtains its namesake. Known to maim and devour livestock. Oh, and people, also people.

PLENTY of people... Did I mention people?

Bounty : 12 SILVER.







Monetary Benefits : Of little benefit of any kind; prone to attracting gunfire.

Related Species : (1) Snaggletooth GOWROW (*Verdisquamata cruribrevis*; Wymn.). (2) Knobby-Knee Gowrow (*Burrusus pachydermus*).

Description : Just nasty. Head ponderous; body about twenty feet long; weight crushing; back teeming with short horns. Tusks gargantuan; claws sharp; legs short; feet large and webbed. Tail long, narrow and barbed at the end, with a sickle-like tip; complexion green.

The gargantuan reptile is rather sluggish due to its tremendous mass that nearly crushes the fat feet beneath it. In addition to being scaled... and tusked... and clawed... and fanged... and horned, look out for that stabbing thingy on its tail.

GRIT :  10 ...  1 ...  10 ...  13 ...  16 ...  4

FERVOR :  ☐ ...  ☐☐☐☐ ...  ☐☐☐☐ ...  ...  ☐☐☐ ... 




RESOLVE : 45

[(1 - 3) 2 pt ... (4 - 6) 4 pt ... (7 - 9) 6 pt ... (10 - 12) 8 pt ... (13 - 15) 10 pt ... (16 - 17) 12 pt]

TACTICAL SUGGESTIONS

 Hide in Shadows ...  Tail Sickle, Claw, Impale, Bite

 Growl, Shake Earth, Circle Opponent

 N/A ...  Swing Tail, Pounce, Roll ...  N/A

☐☐☐ **GUMBEROO** (*Megalogaster repercussus*)

Range : Rare. Although when sighted frequents the Pacific Coast from Grays Harbor to Humboldt Bay.

Habitat : Cedar forests. Typically makes its home in the burnt-out trunk of large trees.

Order : Tall Tale Creature.

Behavior : Predominantly reclusive. Will devour a horse or anything for that matter but is never able to appease its appetite. Only offensive when hungry, which it always is.

Bounty : 13 SILVER.

Monetary Benefits : Makes for an excellent high-grade explosive. Just you wait and see.

Related Species : (1) Eight-Legged Gumberoo (*Formax rotor*; Tryn.). (2) Gray Gumberoo (*Megaloster taseoderma*; Wymn.).

Description : Bear-like. Virtually hairless; smooth, shiny coal black skin. Prominent eyebrows; setal hair protrudes from chin. The GUMBEROO possesses hide so tough that a stone, fist, bullet or any projectile will rebound off it directly back to its point of origin. However, the Gumberoo is prone to heat. If the creature encounters an open flame it will ignite quicker than kerosene, exploding with a force comparable to 150 pounds of gunpowder.



GRIT : 10 ... 1 ... 10 ... 13 ... 16 ... 4

FERVOR : ☐ ... ☐☐☐☐ ... ☐☐☐☐ ☐☐☐☐ ...

RESOLVE : 55

[(1 - 3) 2 pt ... (4 - 6) 4 pt ... (7 - 9) 6 pt ... (10 - 12) 8 pt ... (13 - 15) 10 pt ... (16 - 17) 12 pt]

TACTICAL SUGGESTIONS

Corner, Attack Around Opponent ... Headbutt, Claw, Kick

Roar, Shake Earth, Circle Opponent

N/A ... Bounce, Charge ... N/A

☐☐☐ **WHIRLING WHIMPUS** (*Turbinoccissus nebuloides*)

Range : Common in the Southern Appalachians. Sighted as far north as Nebraska.

Habitat : Hardwood forests. Frequents areas with high foot traffic.

Order : Tall Tale Creature.

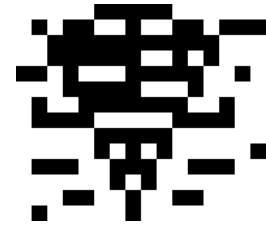
Behavior : Travels by spinning rapidly. Maximum speed roughly 2,150 revolutions per minute. It becomes nearly invisible at higher speeds and produces a distinct hum akin to an industrial fan.

Bounty : 16 SILVER.

Monetary Benefits : Who wants smoothies?

Related Species : None.

Description : Height about seven feet; thick-bodied. Coarse furry coat; large, bony, paddle-like hands. Shorter legs, gorilla-like in appearance. The WHIMPUS can spin so swiftly that it can reduce any living creature into a syrupy batter which it prefers to feed. Yum, yum.



GRIT : 10 ... 1 ... 10 ... 13 ... 16 ... 4

FERVOR : ☐☐☐ ... ☐☐☐☐ ... ☐☐☐☐ ☐☐☐☐ ... ☐

RESOLVE : 75

[(1 - 3) 2 pt ... (4 - 6) 4 pt ... (7 - 9) 6 pt ... (10 - 12) 8 pt ... (13 - 15) 10 pt ... (16 - 17) 12 pt]

TACTICAL SUGGESTIONS

Invisibility, False Retreat, Create Dust Cloud

Offensive Spin, Smack, Body Slam

Roar, Shake Earth, Screeching Hum, Circle Opponent, Beat Chest

N/A ... Defensive Spin, Chase ... Hypnotic Hum

CAMPFIRE TERRORS

☐☐☐ **CHUPACABRA** (*Borgesis capralamiana*)

Range : Distributed throughout Puerto Rico, west along the Gulf Coast, south towards Chile and as far north as Maine and Montana.

Habitat : Unseen areas, predominantly. Occasionally, residential neighborhoods. Even yours.

Order : Campfire Terror.

Behavior : The CHUPACABRA is a peculiar sort of creature, known the world over for its habit of draining the blood out of goats and other such livestock. Chiefly nocturnal, but at times known to venture off into broad daylight in search of fast food.

Bounty : 2 SILVER.


Monetary Benefits : None, unless goat infestation becomes a hot-button issue.

Related Species : None.

Description : Head narrow, snout long; fangs jut outside of mouth. Body lean, akin to a greyhound. Hairless, excepting for long quills running down its spinal ridge. Quadruped; claws sharp and sickle-like. Somewhat resembles a hairless coyote; uglier. The Chupacabra boasts the gentle disposition of a rabid sewer rat, the sensitivity of a starve-crazed, escaped gorilla with all the cordiality of an enraged honey badger. Skin resembling sun-battered alligator leather, ears reminiscent of flattened roadkill, nose cut along the center and red, lifeless, soul-stealing eyes to complete the endearing picture.









GRIT :  13 ...  7 ...  1 ...  7 ...  4 ...  16




FERVOR :  ...   ...   ...  ...  ... 

RESOLVE : 10

[(1 - 3) 2 pt ... (4 - 6) 4 pt ... (7 - 9) 6 pt ... (10 - 12) 8 pt ... (13 - 15) 10 pt ... (16 - 17) 12 pt]

TACTICAL SUGGESTIONS

 N/A ...  Bite, Scratch, Jab ...  Glare, Screech
 N/A ...  N/A ...  N/A

   **ZOMBI** “Those who make noises at night none can understand.”

Range : Endemic to the Caribbean, from Haiti south to Martinique, but relatively common on outlining islands. Occasionally sighted on the Gulf Coast mainland. Especially, in Louisiana and other marshy areas. Known to be found as far east as West Africa.

Habitat : Islands, bayous and nightmares of the worst kind.

Order : Campfire Terror.

Behavior : ZOMBIS are nocturnal and possess supernatural properties. In Zombi traditions on the Island of Martinique they are habitually referred to as, “Those who make noises at night none can understand.”









Bounty : None

Monetary Benefits : Good for field work, but black magic is a little sketchy under labor laws.

Related Species : (1) Virus-Borne Zombie (this is not that one). (2) Ghoul; a monster of *The Arabian Nights* that feasts on human organs unlike a Zombi. So, stop getting them confused.

Description : Attributes of the traditional zombi differ from region to region, from person to person. Generally, the zombi is but a reanimated corpse, a puppet without strings, under the control of a practitioner of black magic. They are chiefly used in agricultural labor but can even take up artistic pursuits. Local lore states that red-colored Jequirity beans, native to subtropical areas, obtain their distinct black spot due to the touch of the Zombi.

GRIT :  13 ...  7 ...  1 ...  7 ...  4 ...  16

FERVOR :  ...   ...   ...  ...  ... 

RESOLVE : 15

[(1 - 3) 2 pt ... (4 - 6) 4 pt ... (7 - 9) 6 pt ... (10 - 12) 8 pt ... (13 - 15) 10 pt ... (16 - 17) 12 pt]

TACTICAL SUGGESTIONS

 N/A ...  Grapple, Pull, Backhand ...  Creep up, Creep Out
 N/A ...  N/A ...  N/A

☐☐☐ **TAILYPO** (*Tailypus appalachiana*)

Range : Southern Appalachians. Principally, West Virginia. Occasionally sighted across the Blue Ridge Mountains, towards the Smokies or east of the Cumberland Gap.

Habitat : Wooded mountain hollers, abandoned cabins. Presently, right over your shoulder.

Order : Campfire Terror.

Behavior : Often heard on windy, moonlit nights exclaiming, "TAILYPO, tailypo; all I want's my tailypo," or similar variation. The animal is an adept tree climber. Although it prefers to frequent the foot of beds and habitually can be found clawing the outside of your door. Yes, your door.

Bounty : 5 SILVER.

Monetary Benefits : Its tail is considered a delicacy; however, many find it difficult to stomach for any considerable period. Particularly, when the creature returns for it.

Related Species : None.

Description : Long opossum-like body; pointed ears. Black fur with stripes. Sharp scalpel-like claws. Fiery yellow eyes; razor-edged, uneven teeth. Tail missing at times; reattached before long. The creature is very persistent; only aggressive if provoked. It has been known to kill large dogs or disembowel hunters. Oh, and don't step on its tail. It is VERY protective.

GRIT : 🌊 13 ... 📐 7 ... ✖ 1 ... ★ 7 ... ⚡ 4 ... 🟢 16

FERVOR : 🌊 ... 📐 ☐☐ ... ✖ ☐☐ ... ★ ... ⚡ ☐ ... 🟢

RESOLVE : 20

[(1 - 3) 2 pt ... (4 - 6) 4 pt ... (7 - 9) 6 pt ... (10 - 12) 8 pt ... (13 - 15) 10 pt ... (16 - 17) 12 pt]

TACTICAL SUGGESTIONS

- 🌊 N/A ... 📐 Lacerate, Puncture, Bite, Make Incision
✖ Snarl or Simply repeat, "Tailypo, tailypo; all I want's my tailypo."
★ N/A ... ⚡ Sneak, Dash, Jump, Climb ... 🟢 N/A
-



☐☐☐ **WAMPUS CAT** (*Panteraquarus cassidi*)

Range : Despite its once impressive distribution, today, its kind are confined mostly to the American South. Principally, concentrated within the wildest parts of the wildest country.

Habitat : Dismal swamps, foreboding bayous and slow-moving waterways.

Order : Campfire Terror.

Behavior : The WAMPUS CAT is both nocturnal and semiaquatic, commonly frequenting murky bogs. It is surely an animal of unparalleled ferocity, for even stuffed specimens have been known to tear full-grown men apart.

Bounty : 7 SILVER.

Monetary Benefits : None

Related Species : Pantographic Wampus (*Aquilamappreluendens forcipe*).

Description : Feline; large, powerful hindlegs and forelegs. Long fangs and claws. Glowing green eyes; watertight black coat. The Wampus Cat is a powerful water-panther and resistant to gunfire. If one finds him- or herself in the Wampus' domain, to hide is of no avail. Unless one might be so skilled to mind one's heartbeat, for it is the sound of fear that lures in the brute. The cat is rumored to shed its whiskers, white ones by day and black ones by night. Stay clear of its claws and beware of its whistling cry that can often be overheard on the Southern wind.



GRIT : 13 ... 7 ... 1 ... 7 ... 4 ... 16

FERVOR : ... ☐☐ ... ☐☐ ☐☐ ... ☐

RESOLVE : 25

[(1 - 3) 2 pt ... (4 - 6) 4 pt ... (7 - 9) 6 pt ... (10 - 12) 8 pt ... (13 - 15) 10 pt ... (16 - 17) 12 pt]

TACTICAL SUGGESTIONS

N/A ... Claw, Stab, Strike, Bite

Stare Down, Snarl, Hiss, Circle Opponent, Lurk in Shadows

N/A ... Pounce, Chase, Dash ... Hypnotic Eye-Glow, Whistling Cry

☐☐☐ **HODAG** (*Bovine spiritualist*)

Range : Common to areas surrounding the Great Lakes but particular to Rhinelander, Wisconsin. Sporadically seen throughout the Northwoods from Minnesota to Maine.

Habitat : Northern swamps and double-dog-dare-you kinds of places.

Order : Campfire Terror.

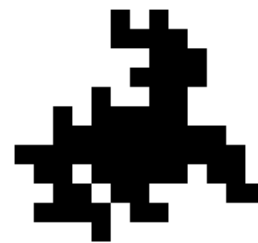
Behavior : Fiercely territorial. Generally, relaxes by terrorizing all who dare disturb it and by raiding towns for food. The HODAG delights to feed upon blue mud, meat of ox hooves and not to mention, the occasional white bulldog (but only on Sundays).

Bounty : 8 SILVER.

Monetary Benefits : Popular draw at sideshow attractions.

Related Species : Shovel-Nose Hodag (*Nasolatus hystrivolatus*; Sudw.).

Description : Head like an ox; sharp teeth. Quadruped; bulging, green-glowing eyes. Body dinosaur-like in makeup; row of spikes along its back. Shaggy, wet black hair. Prominent horns; thick, curved claws and a long tail with a spear-like end. Back when oxen were used to pull log sleds, the unfortunate animals lived a miserable life. They were regularly whipped, overworked and subjected to much profanity by teamsters. Deep inside them accumulated all these years of abuse and mistreatment. When the oxen died and were cremated, the incarnation of their many tortures arose from their ashes, in the form of a dreadful monster—the hodag. The beast has an unusual odor and is considerably weakened by citric acid found in lemons.





GRIT :  13 ...  7 ...  1 ...  7 ...  4 ...  16

FERVOR :  ...   ...   ...  ...   ... 

RESOLVE : 30

[(1 - 3) 2 pt ... (4 - 6) 4 pt ... (7 - 9) 6 pt ... (10 - 12) 8 pt ... (13 - 15) 10 pt ... (16 - 17) 12 pt]

TACTICAL SUGGESTIONS

 N/A ...  Claw, Stab, Strike, Bite

 Snarl, Roar, Shake Earth, Flames from Nostrils, Lurk in Shadows

 N/A ...  Swing Tail, Knock Down Trees ...  N/A

HIDEBEHIND (*Ursus dissimulans*)

Range : Common throughout the Northwoods. From the Atlantic Coast to the northern Canadian Rockies up through British Columbia.

Habitat : Wooded areas and wherever someone isn't looking.

Order : Campfire Terror.

Behavior : Quite Unpleasant. There are few beasts so infamous than that of the HIDEBEHIND. The animal is extremely lengthy and can easily conceal itself behind the trunk or bough of any tree. It uses this ability to stalk its prey. It delights in nabbing greenhorns or any other novices unfamiliar with the woods. It then drags its guest back to its lair where it sits them down to dinner.

Bounty : 10 SILVER.

Monetary Benefits : Guess, it takes care of unwanted house guests.

Related Species : Slender-man (*Homo tenuimeditaborus*).

Description : The grizzly hidebehind has only been seen by its victims; therefore, one can only theorize of its appearance. However, one report has it that the animal stands on two legs with its face draped in shaggy, dark hair, in the manner of a German Shepherd. Seldom if any can tell in what direction the fiend is facing. More importantly, however, this report states that the hidebehind has a severe intolerance to alcohol. That one shot of good whiskey may prove a successful repellent against the wicked animal.







GRIT :  13 ...  7 ...  1 ...  7 ...  4 ...  16

FERVOR :  ...     ...     ...  ...      ... 

RESOLVE : 35

[(1 - 3) 2 pt ... (4 - 6) 4 pt ... (7 - 9) 6 pt ... (10 - 12) 8 pt ... (13 - 15) 10 pt ... (16 - 17) 12 pt]

TACTICAL SUGGESTIONS

 N/A ...  Claw, Stab, Strike, Bite
 Howl, Demonic Laugh, Lurk in Shadows
 N/A ...  Stand Behind, Sneak ...  N/A

☐☐☐☐ **SNALLYGASTER** (*Bovulopus gigantiloeutus*)

Range : Blue Ridge Mountains, particularly near the vicinity of South Mountain, Maryland with occasional sightings in West Virginia, DC and New Jersey.

Habitat : Mountainous backcountry, nearing exclamations of, "Save yourselves!"

Order : Campfire Terror.

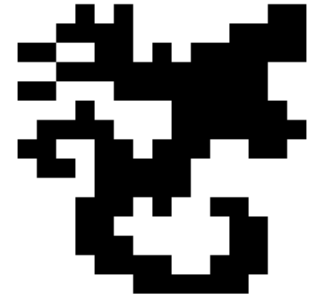
Behavior : The SNALLYGASTER is an airborne apex predator, nocturnal and of vast proportions. It is reported to prey on poultry and carry off townsfolk after nightfall. The snallygaster routinely draws its teeth into its prey draining its hapless victim of all bodily fluid. It makes nests on mountain cliffs and has been known hold entire regions in the grip of terror for decades.

Bounty : 12 SILVER.

Monetary Benefits : Its eggs would make for one five-star omelet.

Related Species : Dwayyo (*Lycanthropus Marylandus*).

Description : Bird-reptile hybrid. Wingspan fifty feet or more, probably more; feathered. Iron beak; scythe-like teeth. One dozen wriggling tentacles. Enormous eye located midway in forehead. Tail thick and long; yellow-black coloration. Resembles something between a griffin and a dragon, except being wholly hideous. Pennsylvania Dutch tradition holds that hex signs, in the form of seven-pointed stars, afford the chief means of protection against the creature. Said by some to be monstrous embodiment of social intolerance, racism incarnate.









GRIT :  13 ...  7 ...  1 ...  7 ...  4 ...  16

FERVOR :  ...    ...   ...  ...   ... 

RESOLVE : 45

[(1 - 3) 2 pt ... (4 - 6) 4 pt ... (7 - 9) 6 pt ... (10 - 12) 8 pt ... (13 - 15) 10 pt ... (16 - 17) 12 pt]

TACTICAL SUGGESTIONS

 N/A ...  Strike with Talons, Tentacle Grip, Claw
 Screech, High-Pitch Whistle, Circle Overhead
 N/A ...  Flyby, Pursue ...  N/A

🎲🎲🎲 **JERSEY DEVIL** (*Leedsirus diabolus*)

Range : Found locally throughout the Pine Barrens region of New Jersey. Known to habitually venture forth north towards Maine and as far south as Virginia and Kentucky.

Habitat : Evergreen forests. Predominantly or semi-frightening pinelands.

Order : Campfire Terror.

Behavior : In addition to the well-established standard of terrifying the populace whilst slaughtering livestock, the JERSEY DEVIL regularly mystifies the local gentry as well as panics. Often, it's hoof marks can be visibly seen in the freshly laid snow atop many a domicile and howls of torment can be heard well into the dead of the night. The Jersey Devil makes regular attacks on railroad cars and carriages. This is perhaps due to its aversion to terrestrial forms of locomotion preferring airborne means instead, still statistically the safest way to travel.

Bounty : 13 SILVER.

Monetary Benefits : Beloved mascot of many local sports teams. Go Devils!

Description : Large horse-like head; narrow muscular body. Quadruped. Reddish pelt over top of large, bat-like wings. Short horns; web-like membranes under legs. Hooves cloven; tail forked. The reputation held by the Jersey Devil is preceded by its many names such as the, "bombat," "devil bird," "whatever-it-is," "Leeds' Devil," or "devil bat." Traditional holds that the Jersey Devil is the thirteenth son of a "Mother" Deborah Leeds. Alarmed and upset that she was having yet another child, a distraught Mother Leeds protested, declaring that it would be better for it to be a, "devil." As fate would have it, on one stormy night, she birthed a creature most beastly. The thing then escaped out the chimney disappearing into the dark, frigid night sky.







GRIT :  13 ...  7 ...  1 ...  7 ...  4 ...  16

FERVOR :   ...     ...     ...  ...     ... 

RESOLVE : 55

[(1 - 3) 2 pt ... (4 - 6) 4 pt ... (7 - 9) 6 pt ... (10 - 12) 8 pt ... (13 - 15) 10 pt ... (16 - 17) 12 pt]

TACTICAL SUGGESTIONS

-  False Retreat Then Unsuspected Return
-  Strike, Smack with Tail, Ram, Kick
-  Howl, Circle Overhead, Swoop Down Miss by Inches
-  N/A ...  Barrel Roll, Pursue, Gallop ...  N/A

BOOGEYMAN (*Domumcobalus horribilis*)

Range : Found the world over.

Habitat : Closets, beneath beds, attics, barns, storm drains, basements, behind stairs, deep bottomless pits, caves, haunted forests or clinging to the ceiling grining down at you.

Order : Campfire Terror.

Behavior : The BOOGEYMAN has the nasty little habit of punishing naughty children by either terrifying them, carrying them off in sacks or even making a light snack of them. But also, it is frequently an adversary of adults alike, taking such forms as the debt-collector, traffic cop, personal trainer or other vicious entity.

Bounty : 16 SILVER.

Monetary Benefits : Saves many a child the expense of the corner and the belt.

Related Species : Quite possibly every other creature listed herein.

Description : Humanoid in general make-up. Tall and hairy; long arms and fingernails. Face hooded and nearly indistinguishable, except for red glowing eyes and shining teeth. The demon's appearance varies widely depending on its country of residence. It is purportedly, however, to be an adept shapeshifter and can even squeeze into the tiny holes in ceilings to gain entrance to sleeping quarters. It cries out in a deep, raspy voice that it is come to take its victim away. However, it is extremely sensitive to light and the rays of the dawning sun are known to drive it away from civilization and back from whence it came.

GRIT :  13 ...  7 ...  1 ...  7 ...  4 ...  16


FERVOR :   ...    ...    ...  ...    ...  

RESOLVE : 75

[(1 - 3) 2 pt ... (4 - 6) 4 pt ... (7 - 9) 6 pt ... (10 - 12) 8 pt ... (13 - 15) 10 pt ... (16 - 17) 12 pt]

TACTICAL SUGGESTIONS

 Corner, Attack Around Enemy

 Claw, Pull Hair, Bite, Kick

 Maniacal Laughter, Pop Up Behind Opponent, Scream, Scratching Noises

 N/A ...  Chase, Leap, Climb ...  Mimic Voice of Loved One, Shapeshift

NATURA

EXPLODING RATS

[ORDER NATURA]

Description : Scattered across this vast, lost and forgotten republic are numerous abandoned mines, which a number of rodents have taken up residence. Unfortunately, they have, likewise, taken a taste to leftover gunpowder and other explosive materials used in blasting. The result? Well, a colony of rats gorging on dynamite is sure to leave quite the *impression*.



GRIT : 7 ... 4 ... 4 ... 16 ... 7 ... 1

FERVOR :

RESOLVE : 10

[(1 - 3) 2 pt ... (4 - 6) 4 pt ... (7 - 9) 6 pt ... (10 - 12) 8 pt ... (13 - 15) 10 pt ... (16 - 17) 12 pt]

TACTICAL SUGGESTIONS

N/A ... Explode Rat, Bite ... Squeak, Crawl Over Opponent
 N/A ... N/A ... N/A

WOLVES

[ORDER NATURA]

Description : Indeed, you have been living in the wilderness far too long when a group of howling WOLVES sounds more familiar than your local church choir. However, the threat posed by these wild canids is nothing to be taken lightly. Tread carefully, less you call their attention.

GRIT : 7 ... 4 ... 4 ... 16 ... 7 ... 1

FERVOR :

RESOLVE : 15

[(1 - 3) 2 pt ... (4 - 6) 4 pt ... (7 - 9) 6 pt ... (10 - 12) 8 pt ... (13 - 15) 10 pt ... (16 - 17) 12 pt]

TACTICAL SUGGESTIONS











N/A ... Claw, Bite ... Howl, Circle Opponent
 N/A ... Chase ... N/A

TOMMYKNOCKERS

[ORDER NATURA]

Description : TOMMYKNOCKERS originate in the tales of Cornish immigrants. Tommyknockers are rather odd-looking dwarven people with disproportionate heads. If you listen closely you can hear their knocking on the walls of mine shafts shortly before cave-ins. Opinion is divided to whether the tommyknockers are benign or malevolent. It is speculated, however, they much like man, the tommyknockers are of two kinds. There are those who warn miners of an impending collapse and those who entice them towards doom.







GRIT :  7 ...  4 ...  4 ...  16 ...  7 ...  1

FERVOR :  ...   ...   ...  ...  ...   

RESOLVE : 20

[(1 - 3) 2 pt ... (4 - 6) 4 pt ... (7 - 9) 6 pt ... (10 - 12) 8 pt ... (13 - 15) 10 pt ... (16 - 17) 12 pt]

TACTICAL SUGGESTIONS

 N/A ...  Kick, Bite, Pull Hair, Punch, Jab
 Battle Cry, Circle Opponent
 N/A ...  N/A ...  Taunt, Insult

PETRIFOLK

[ORDER NATURA]

Description : Sideshow showcasing “supposed” ancient corpses rendered to stone through exposure to the elements are common. However, rumors circulate throughout the land of genuine, walking PETRIFIED PEOPLE. Folk hear tell that they exist just beneath the surface. In camp your fellow jacks speak about them often. You do not know if they are real, but you would rather not venture to find out.







GRIT :  7 ...  4 ...  4 ...  16 ...  7 ...  1

FERVOR :  ...   ...  ...     ...  ...  

RESOLVE : 25

[(1 - 3) 2 pt ... (4 - 6) 4 pt ... (7 - 9) 6 pt ... (10 - 12) 8 pt ... (13 - 15) 10 pt ... (16 - 17) 12 pt]

TACTICAL SUGGESTIONS



 N/A ...  Punch, Grapple, Kick ...  N/A
 Chant, Hold Relic, Silent Meditation, Sing Hymn...  N/A ...  Talk in a Raspy Voice

☐☐☐ WITCHFOLK

[ORDER NATURA]

Description : The days are long gone when both visible and invisible worlds were intricately connected. Nowadays, there are but few true magic practitioners left in the county. Many have since been driven out by fear and prejudice. Still, even today, tucked away within the expanses of forests, a lonely cottage may be found. Within these, the last of a vanishing kind still carries on the traditions of old. The typical WITCH may not be a wicked at heart. Yet, decades of persecution have made them wary of strangers. Such may not welcome those intruding on their solitude.







GRIT :  7 ...  4 ...  4 ...  16 ...  7 ...  1

FERVOR :  ☐ ...  ☐☐ ...  ☐☐ ...  ...  ☐ ...  ☐☐

RESOLVE : 30

[(1 - 3) 2 pt ... (4 - 6) 4 pt ... (7 - 9) 6 pt ... (10 - 12) 8 pt ... (13 - 15) 10 pt ... (16 - 17) 12 pt]

TACTICAL SUGGESTIONS

 Project Visions ...  Scratch, Hit with Staff, Pull Hair ...  Cackle, Give Evil Eye
 N/A ...  Fly ...  Talk in Voice of Loved One, Discuss, Taunt, Insult

☐☐☐ MERFOLK

[ORDER NATURA]

Description : While MERFOLK do rather resembled fanciful depictions, not all are like the illustrations we have come to know. Some possess greenish hair like seaweed, ears of an eel, webbed hands with claws, black eyes and a complexion ranging from a silvery grey to faint aqua. But strangest of all, such creatures lack elegance in form. The human part rather tapers off into an uneven growth more akin to a catfish than the shimmering scales of a marlin.









GRIT :  7 ...  4 ...  4 ...  16 ...  7 ...  1

FERVOR :  ☐☐ ...  ☐☐ ...  ☐ ...  ☐ ...  ☐ ...  ☐☐☐

RESOLVE : 35

[(1 - 3) 2 pt ... (4 - 6) 4 pt ... (7 - 9) 6 pt ... (10 - 12) 8 pt ... (13 - 15) 10 pt ... (16 - 17) 12 pt]

TACTICAL SUGGESTIONS

 Dive Out of Sight, Play Dead ...  Claw, Grapple ...  Scream, Drag Underwater
 Chant ...  Swim...  Lure, Sing, Make Offering, Play Shell Instrument

GIANT BEAR

[ORDER NATURA]

Description : If any animal that could tear you in half, in a matter of minutes, was not a thought scary enough, try squaring off with one three times the size. When you see a giant bear, you may need to rub your eyes, a few times, but soon you will realize that there is no deception.

GRIT :  7 ...  4 ...  4 ...  16 ...  7 ...  1

FERVOR :  ...   ...   ...  ...   ... 

RESOLVE : 45

[(1 - 3) 2 pt ... (4 - 6) 4 pt ... (7 - 9) 6 pt ... (10 - 12) 8 pt ... (13 - 15) 10 pt ... (16 - 17) 12 pt]

TACTICAL SUGGESTIONS

 N/A ...  Claw, Kick, Swipe, Knock Down Tree ...  Roar, Stand on Hind Legs
 N/A ...  Chase ...  N/A

RIVER MONSTER

[ORDER NATURA]

Description : Throughout the forests, there are numerous rivers and other waterways. Be wary of standing too close, however. One never knows what unimaginable manner of marine life might spring up, and try to bring one down into their domain. Strange scaled, long-necked, serpentine monsters are occasionally seen swimming about rivers with twisted tails and a span of eighteen feet or more. They lurk in the dark waters and, if lucky, come just in sight and vanish quickly.

GRIT :  7 ...  4 ...  4 ...  16 ...  7 ...  1

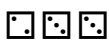
FERVOR :   ...   ...   ...  ...   ... 

RESOLVE : 55

[(1 - 3) 2 pt ... (4 - 6) 4 pt ... (7 - 9) 6 pt ... (10 - 12) 8 pt ... (13 - 15) 10 pt ... (16 - 17) 12 pt]

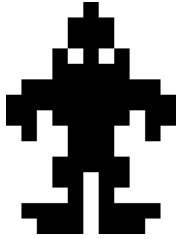
TACTICAL SUGGESTIONS

 Circle Opponent, Hide Underwater ...  Swing Tail, Grab ...  Roar, Drag Underwater
 N/A ...  Create Whirlpool...  N/A



BIGFOOT

[ORDER NATURA]



Description : Even before the name “BIGFOOT” came into being, reports of a “hairy human monster” were common throughout North America, especially on the West coast. Bigfoot is creature nearly intelligent as it is powerful. The eight-foot tall figure is ape-like in appearance yet human in suggestion. It is often thought to be a benign rather than malevolent being. However, it is not inconceivable that such a creature would grow unforgiving if it thought that its territory was being threatened.

GRIT : 7 ... 4 ... 4 ... 16 ... 7 ... 1

FERVOR :

RESOLVE : 75

[(1 - 3) 2 pt ... (4 - 6) 4 pt ... (7 - 9) 6 pt ... (10 - 12) 8 pt ... (13 - 15) 10 pt ... (16 - 17) 12 pt]

TACTICAL SUGGESTIONS

Misdirect, Feint, Corner, Attack Around Enemy

Smack, Kick, Tackle, Use Club

Howl, Shake Earth, Show Teeth









N/A ... Chase, Jump, Throw Stone ... N/A

PHENOMENA

☐☐☐ HURRICANE FORCE WINDS [ORDER PHENOMENA]

Description : Out of nowhere, a gale from the east starts gaining momentum. Branches and brush are flung with rapid speed, whilst you and your comrades try to hold your footing.







GRIT :  16 ...  10 ...  13 ...  4 ...  1 ...  13

FERVOR :  ...   ...  ...  ...   ... 

RESOLVE : 10

[(1 - 3) 2 pt ... (4 - 6) 4 pt ... (7 - 9) 6 pt ... (10 - 12) 8 pt ... (13 - 15) 10 pt ... (16 - 17) 12 pt]











TACTICAL SUGGESTIONS

 N/A ...  Hurl Debris ...  N/A
 N/A ...  Push Back ...  N/A

☐☐☐ BRASS WATCHMAN [ORDER PHENOMENA]

Description : You come across an abandoned metal working shop, and inside piles of scrap iron clutter the work space. In the corner near a skeleton, something remarkable catches your eye. It is a figure, human-like in suggestion, but it is made of mechanical parts. You give it a hard tap, and, suddenly, the thing bellows steam and springs with life. You are not sure who constructed it, but its purpose as a mechanical guard for this cottage starts to become all too apparent.







GRIT :  16 ...  10 ...  13 ...  4 ...  1 ...  13

FERVOR :  ...    ...  ...  ...    ... 

RESOLVE : 15

[(1 - 3) 2 pt ... (4 - 6) 4 pt ... (7 - 9) 6 pt ... (10 - 12) 8 pt ... (13 - 15) 10 pt ... (16 - 17) 12 pt]

TACTICAL SUGGESTIONS

 Corner, Feint, Attack Around Opponent ...  Spring-Loaded Punch
 N/A ...  N/A ...  Shoot Blasts of Steam, Chase...  N/A

☐☐☐ TEMPERATURE DROP

[ORDER PHENOMENA]

Description : While walking, you notice the sun dropping and a chill in the air. Is it getting cold? “Oh, maybe for the wolverine, the lynx,” you think to yourself, “crawling things that dwell in this forsaken stretch of wilderness but not for a logger. The jack is a different breed of animal— we don't get cold.” ... “No, it ain't cold,” you mumbled, the very words nearly freezing solid in the air.







GRIT :  16 ...  10 ...  13 ...  4 ...  1 ...  13

FERVOR :  ...  ☐☐ ...  ...  ☐☐ ...  ☐ ... 

RESOLVE : 20

[(1 - 3) 2 pt ... (4 - 6) 4 pt ... (7 - 9) 6 pt ... (10 - 12) 8 pt ... (13 - 15) 10 pt ... (16 - 17) 12 pt]

TACTICAL SUGGESTIONS

-  N/A ...  Frostbite, Hypothermia ...  N/A
 -  Opponent Questions All Hope in the Face of Death
 -  Muscle Cramps, Loss of Feeling ...  N/A
-
-

☐☐☐ AVALANCHE / MUDSLIDE

[ORDER PHENOMENA]

Description : You hear a dull roar, at first, it starts to give way to a loud increasing rumble. Then you begin to see something. It approaches from above the trees. Without warning a blast of snow or mud rips through the pines and carries your party down the mountainside.







GRIT :  16 ...  10 ...  13 ...  4 ...  1 ...  13

FERVOR :  ...  ☐☐ ...  ...  ☐☐☐ ...  ☐☐ ... 

RESOLVE : 25

[(1 - 3) 2 pt ... (4 - 6) 4 pt ... (7 - 9) 6 pt ... (10 - 12) 8 pt ... (13 - 15) 10 pt ... (16 - 17) 12 pt]

TACTICAL SUGGESTIONS

-  N/A ...  Hypothermia, Bruising, Burning/Stinging Cold ...  N/A
 -  Opponent Questions All Hope in the Face of Death
 -  Cause Extreme Exhaustion, Restrict Breathing ...  N/A
-
-



MAN-EATING PLANT

[ORDER PHENOMENA]



Description : The day's trek starts out like any other, however, you notice vines beginning to twitch. Abruptly, a leafy tendril grabs hold of your ankle, and it starts dragging you towards a massive plant. The botanical specimen opens revealing a cauldron-like pit. You freeze in terror, as you are pulled away and towards the oozing opening full of hungry thorn-like teeth.

GRIT : 16 ... 10 ... 13 ... 4 ... 1 ... 13

FERVOR :

RESOLVE : 30

[(1 - 3) 2 pt ... (4 - 6) 4 pt ... (7 - 9) 6 pt ... (10 - 12) 8 pt ... (13 - 15) 10 pt ... (16 - 17) 12 pt]

TACTICAL SUGGESTIONS

N/A ... Smack with Vine, Grapple Opponent ... Shriek, Open and Close Jaws
 N/A ... Spit Large Thorns, Trip Opponent ... N/A



WILLAPUS WALLAPUS

[ORDER PHENOMENA]

Description : Suddenly, the ground begins to quiver and quake. Next thing you know you are on your back while trees come crashing down, missing you by inches. Next, there is a blow of a horn, "Aloo! Aloo!" A slow, titanic, unwieldy sort of machine comes emerging from the brush. It is a large, steam-powered contraption and moves on mechanical legs rather than wheels. You duck and dodge death, as the machine makes way with it various rotating parts and grappling claws.

GRIT : 16 ... 10 ... 13 ... 4 ... 1 ... 13

FERVOR :

RESOLVE : 35

[(1 - 3) 2 pt ... (4 - 6) 4 pt ... (7 - 9) 6 pt ... (10 - 12) 8 pt ... (13 - 15) 10 pt ... (16 - 17) 12 pt]

TACTICAL SUGGESTIONS

Corner, Attack Around Opponent ... Grapple Opponent, Spin Attack
 N/A ... N/A ... Shoot Blasts of Steam, Chase... N/A

☐☐☐ **CARDIFF GIANT**

[ORDER PHENOMENA]

Description : Remember the petrified people mentioned earlier? Well, I like you to meet there ten-foot tall, stony cousin— the CARDIFF GIANT. The Cardiff Giant seems to lack the spirit and mentality of the common petrified folk, and the being seems more of a force of nature than any living thing. Whatever the reason, this gypsum colossus is extremely temperamental and thrashes about tossing your crew, as if they were dolls.







GRIT :  16 ...  10 ...  13 ...  4 ...  1 ...  13

FERVOR :  ...  ☐☐☐☐ ...  ☐☐☐☐ ...  ...  ☐☐☐☐ ... 

RESOLVE : 45

[(1 - 3) 2 pt ... (4 - 6) 4 pt ... (7 - 9) 6 pt ... (10 - 12) 8 pt ... (13 - 15) 10 pt ... (16 - 17) 12 pt]

TACTICAL SUGGESTIONS

  Smack, Punch, Toss Opponent ...  Roar, Shake Earth, Beat Chest
 N/A ...  Chase, Jump, Hurl Stones ...  N/A

☐☐☐ **FLASH FLOOD**

[ORDER PHENOMENA]

Description : All around water begins to submerge everything in sight. You do your best to climb to higher ground, but the water continues to rise. Before long, you find the current pulling you under, bashing your body against the trees and carrying you off to who knows where.







GRIT :  16 ...  10 ...  13 ...  4 ...  1 ...  13

FERVOR :  ...  ☐☐☐☐ ...  ☐☐☐☐ ...  ☐☐☐☐ ...  ☐☐☐☐ ...  ☐☐☐☐

RESOLVE : 55

[(1 - 3) 2 pt ... (4 - 6) 4 pt ... (7 - 9) 6 pt ... (10 - 12) 8 pt ... (13 - 15) 10 pt ... (16 - 17) 12 pt]

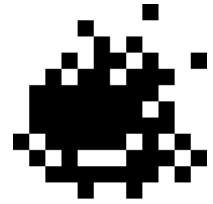
TACTICAL SUGGESTIONS

 N/A ...  Knock Opponent Against Rocks and Trees ...  Engulf Opponent
 Opponent Questions All Hope in the Face of Death
 Carries Off Opponent, Spin Violently ...  Life Flashes Before Opponent's Eyes

☐☐☐ FOREST FIRE

[ORDER PHENOMENA]

Description : Mere minutes after any sign of smoke, the first embers become visible. It seems that you are now surrounded and find yourself in a fatal game of life and death. Flames seven-feet high burn brilliantly against the now engulfed wilderness. You and your comrades race from the flames and choke on the thick black smoke, as it permeates the air.



GRIT : ♁ 16 ... ☐ 10 ... ✖ 13 ... ★ 4 ... ▲ 1 ... ● 13

FERVOR : ♁ ... ☐ ☐☐☐ ... ✖ ☐☐☐ ... ★ ☐☐☐☐ ... ▲ ☐☐☐ ... ● ☐☐☐

RESOLVE : 75

[(1 - 3) 2 pt ... (4 - 6) 4 pt ... (7 - 9) 6 pt ... (10 - 12) 8 pt ... (13 - 15) 10 pt ... (16 - 17) 12 pt]

TACTICAL SUGGESTIONS

- ♁ N/A ... ☐ Burn, Smoke Choke ... ✖ Fire Surrounds Opponent
- ★ Opponent Questions All Hope in the Face of Death
- ▲ Fire Spreads Rapidly, Heat Exhaustion ... ● Cause Life After Death Experience



ILLUSIONARIES

☑☑☑ WAMP

[ORDER *ILLUSIONARIES*]

Description : The WAMP exists as the mental projection of boredom. This figment of imagination takes the form of a gray creature with a body shaped like a sack of salt. The Wamp then uses its hose-like tail to sprinkle salt everywhere in the hopes of attracting deer. This is a task performed for absolutely no reason whatsoever.



GRIT : 1 ... 13 ... 16 ... 10 ... 10 ... 10

FERVOR : ☐ ☐ ...

RESOLVE : **10** [*Illusionaries are mental creations, and physical tactics count as mental.*]
[(1 - 3) 2 pt ... (4 - 6) 4 pt ... (7 - 9) 6 pt ... (10 - 12) 8 pt ... (13 - 15) 10 pt ... (16 - 17) 12 pt]

TACTICAL SUGGESTIONS

Salt in Eye, Kick, Scratch ... N/A ... N/A
 N/A ... Chase ... N/A

☑☑☑ DRUNGOS

[ORDER *ILLUSIONARIES*]

Description : An invasive Australian species to the mind, DRUNGOS exist as incarnations of pensiveness. These hallucinations appear as neurotic animals who sleep with their heads under waterfalls. They are high jumpers and grind their teeth on wooden structures. But their most odd habit, akin to myths of lemmings, is that of self-inflicted death. Once unable to “take it anymore,” they repeatedly bash their heads against mountain peaks putting themselves out of their misery.

GRIT : 1 ... 13 ... 16 ... 10 ... 10 ... 10

FERVOR : ☐☐ ☐☐ ...

RESOLVE : **15** [*Illusionaries are mental creations, and physical tactics count as mental.*]
[(1 - 3) 2 pt ... (4 - 6) 4 pt ... (7 - 9) 6 pt ... (10 - 12) 8 pt ... (13 - 15) 10 pt ... (16 - 17) 12 pt]

TACTICAL SUGGESTIONS

Fall on Opponent Ending Own Life, Twist Nose, Bite, Pull Hair, Poke Eyes
 N/A ... N/A ... N/A ... Jump Around ... N/A

🎲🎲🎲 OOMPH

[ORDER *ILLUSIONARIES*]

Description : The OOMPH is a mental illusion representing annoyance. It looks like something between a lizard and frog with a spiny back and raven-like claws. It is spotted and raids bird nest smashing any eggs it finds. However, above all else, it is known for the cry that never ends: “oomph, oomph, oomph, oomph, oomph, etc.” Oh, yes. On and on goes, on and on, my friend.







GRIT :  1 ...  13 ...  16 ...  10 ...  10 ...  10

FERVOR :  🎲🎲🎲 ...  ...  ...  ...  🎲🎲 ... 

RESOLVE : **20** [*Illusionaries are mental creations, and physical tactics count as mental.*]

[(1 - 3) 2 pt ... (4 - 6) 4 pt ... (7 - 9) 6 pt ... (10 - 12) 8 pt ... (13 - 15) 10 pt ... (16 - 17) 12 pt]

TACTICAL SUGGESTIONS

 Claw, Bite, Scratch ...  N/A
 N/A ...  N/A ...  Chase, Jump ...  N/A

🎲🎲🎲 WHIZZER SNIFTER

[ORDER *ILLUSIONARIES*]

Description : A whirling sound is made as something extremely quick passes you by, missing your head by inches. Are you losing your mind? Very much so, but also it is none other than the WHIZZER SNIFTER. Whizzer Snifters are psychological delusions brought on by pent-up apprehension, appearing as large, spiny, worm-like beasts. After coiling themselves, they twirl though the air, gliding in a frisbee-like manner, akin to flying buzz-saw blades.





GRIT :  1 ...  13 ...  16 ...  10 ...  10 ...  10

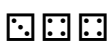
FERVOR :  🎲🎲🎲 ...  ...  ...  ...  🎲🎲🎲🎲 ... 

RESOLVE : **25** [*Illusionaries are mental creations, and physical tactics count as mental.*]

[(1 - 3) 2 pt ... (4 - 6) 4 pt ... (7 - 9) 6 pt ... (10 - 12) 8 pt ... (13 - 15) 10 pt ... (16 - 17) 12 pt]

TACTICAL SUGGESTIONS

 Lacerate, Bite ...  N/A ...  N/A
 N/A ...  Fly By, Spin ...  N/A



HINGE-TAIL BINGBUFFER

[ORDER *ILLUSIONARIES*]

Description : The ponderous HINGE-TAIL BINGBUFFER is the mental incarnation of loathing. It resembles a kangaroo in appearance. However, instead of carrying young in its pouch, it stores a jumble of pebbles. This gravel can be loaded, in a slingshot like manner, at the back of the beast's protracted tail. Afterwards, it launches the stones at anything it plainly does not like.

GRIT : 1 ... 13 ... 16 ... 10 ... 10 ... 10

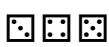
FERVOR :

RESOLVE : **30** [*Illusionaries are mental creations, and physical tactics count as mental.*]

[(1 - 3) 2 pt ... (4 - 6) 4 pt ... (7 - 9) 6 pt ... (10 - 12) 8 pt ... (13 - 15) 10 pt ... (16 - 17) 12 pt]

TACTICAL SUGGESTIONS

Claw, Scratch, Bite ... N/A
 N/A ... N/A ... Fire Rock, Chase, Jump ... N/A



BAZZOOZOO

[ORDER *ILLUSIONARIES*]

Description : The BAZZOOZOO is a scraggly, red, bigheaded, lion-like beast inhabiting the inner reaches of the subconscious. It is more of a nightmare than all else, existing as the accumulation of rage. Due to its short fuse, today is always not *the day* and the Bazzoozoo is never *the one*.

GRIT : 1 ... 13 ... 16 ... 10 ... 10 ... 10

FERVOR :

RESOLVE : **35** [*Illusionaries are mental creations, and physical tactics count as mental.*]

[(1 - 3) 2 pt ... (4 - 6) 4 pt ... (7 - 9) 6 pt ... (10 - 12) 8 pt ... (13 - 15) 10 pt ... (16 - 17) 12 pt]

TACTICAL SUGGESTIONS

Claw, Bite ... N/A ... Roar, Circle Opponent, Lurk in Shadows
 N/A ... Pounce, Chase ... N/A



GUYUSCUTUS

[ORDER *ILLUSIONARIES*]

Description : Since at least the 1840s, the GUYUSCUTUS has been the mental embodiment of terror. The mirage takes on various monstrous forms, always appearing as the worse thing imaginable to the host minds it infects. The only consistent thing about it is the notion for a dire need of escape. Often expressed in the infamous phrase, “Ladies and Gentleman—Run for your lives!—the Guyuscutus is loose!”

GRIT : 1 ... 13 ... 16 ... 10 ... 10 ... 10

FERVOR :

RESOLVE : 45 [*Illusionaries are mental creations, and physical tactics count as mental.*]

[(1 - 3) 2 pt ... (4 - 6) 4 pt ... (7 - 9) 6 pt ... (10 - 12) 8 pt ... (13 - 15) 10 pt ... (16 - 17) 12 pt]

TACTICAL SUGGESTIONS

Claw, Headbutt, Scratch, Bite Roar, Stare Down
 N/A ... Chase, Jump ... N/A



WHANGDOODLE

[ORDER *ILLUSIONARIES*]

Description : The WHANGDOODLE is a fanciful formation of the mind symbolizing grief. The creature is extremely melancholy, and it can often be heard sobbing bitterly. It inhabits the place of “buried hopes and shattered dreams.” Its miserable cries alone once took down a pack of wolves who died out of sheer grief. Truly, it is best epitomized in the immortal lines of William P. Brannan, “*Where the lion roareth and the whangdoodle mourneth for its first-born.*”

GRIT : 1 ... 13 ... 16 ... 10 ... 10 ... 10

FERVOR :

RESOLVE : 55 [*Illusionaries are mental creations, and physical tactics count as mental.*]

[(1 - 3) 2 pt ... (4 - 6) 4 pt ... (7 - 9) 6 pt ... (10 - 12) 8 pt ... (13 - 15) 10 pt ... (16 - 17) 12 pt]

TACTICAL SUGGESTIONS

Shove, Push, Fall on Floor Kicking ... N/A ... N/A ...
 N/A ... Run Around ... Sob Bitterly

🎲🎲🎲 PINK ELEPHANT

[ORDER *ILLUSIONARIES*]

Description : The PINK ELEPHANT is truly an opponent never to be underestimated. Despite many a statement to the contrary, to see it is to render the viewer unable to ever look away. For the imaginary animal is the most difficult delusion to resist. It is not an incarnation of any negative emotion, but rather it is one of distraction, surprise and pure amazement. The creature is elephantine in appearance, both rosy and spotted. It can easily captivate an individual for hours to the confusion, frustration and bewilderment of onlookers wondering what he or she is looking at. The being, however, is a psychedelic shapeshifter of sorts. It can alter its shape and hue to the form of a green rhinoceros, purple hippopotamus, red spider or even a blue tomcat.



GRIT : 🌊 1 ... 🟡 13 ... 🦋 16 ... ★ 10 ... 🏔️ 10 ... 🟢 10

FERVOR : 🌊 🎲🎲🎲🎲 ... 🟡 ... 🦋 🎲🎲🎲🎲 ... ★ ... 🏔️ 🎲🎲🎲🎲 ... 🟢 🎲🎲🎲🎲

RESOLVE : 75 [*Illusionaries are mental creations, and physical tactics count as mental.*]

[(1 - 3) 2 pt ... (4 - 6) 4 pt ... (7 - 9) 6 pt ... (10 - 12) 8 pt ... (13 - 15) 10 pt ... (16 - 17) 12 pt]

TACTICAL SUGGESTIONS

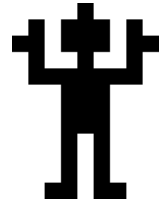
🌊 Stomp, Kick, Trunk Smack ... 🟡 N/A ... 🦋 Form of Red Spider or Other Bizarrrity
★ N/A ... 🏔️ Float, Jump, Chase ... 🟢 Perform Circus Tricks

SPECTERS

SCARECROW

[ORDER SPECTERS]

Description : Do you remember a time when SCARECROWS were such harmless and inconsequential things? Such unimposing handicrafts they were, with their dull, dimwitted expressions and shoddy clothing. They could not come to life, laugh manically, bust through windows, chase you with skythes through cornfields nor wield a pitchfork. Yea, those were the days.



GRIT : 4 ... 16 ... 7 ... 1 ... 13 ... 7

FERVOR :

RESOLVE : 10

[(1 - 3) 2 pt ... (4 - 6) 4 pt ... (7 - 9) 6 pt ... (10 - 12) 8 pt ... (13 - 15) 10 pt ... (16 - 17) 12 pt]

TACTICAL SUGGESTIONS

N/A ... Grapple, Strike, Smack, Pull Hair ... Laugh Manically
 N/A ... N/A ... N/A

GHOST CLOWN

[ORDER SPECTERS]

Description : From the big top to the great beyond, are you ready for this second act? These ghastly jesters are usually such a happy-go-lucky bunch, but sometimes they can lose their temper. And, you know how it is, one moment you are minding your own business, and the next second you are being hunted by a deranged, deathless GHOST CLOWN. No? Oh, just you wait.

GRIT : 4 ... 16 ... 7 ... 1 ... 13 ... 7

FERVOR :

RESOLVE : 15

[(1 - 3) 2 pt ... (4 - 6) 4 pt ... (7 - 9) 6 pt ... (10 - 12) 8 pt ... (13 - 15) 10 pt ... (16 - 17) 12 pt]

TACTICAL SUGGESTIONS

N/A ... N/A ... Scream, Laugh, Phantom Punch, Throw Head
 N/A ... Roll, Somersault, Cartwheel ... Offer Gift

☐☐☐ **SNARLY YOW (PLAT-EYE)**

[ORDER SPECTERS]

Description : Imagine a black dog bigger than any you have ever wished to see and only growing larger every passing minute! Such a creature is the SNARLY YOW or PLAT-EYE. The beast guards untold treasure hidden deep in marshes and woodlands. Such riches are often buried away by warring parties each wishing it not to fall in the hands of the opposing side. Tradition links the specter with the new moon, and it is known to take many forms. Generally, it is a phantom dog with a fiery gaze. Yet, it may also shape into a dense fog, if preferring to envelope its victims.







GRIT :  4 ...  16 ...  7 ...  1 ...  13 ...  7

FERVOR :  ...  ...  ☐☐☐ ...  ...  ☐☐ ... 

RESOLVE : 20

[(1 - 3) 2 pt ... (4 - 6) 4 pt ... (7 - 9) 6 pt ... (10 - 12) 8 pt ... (13 - 15) 10 pt ... (16 - 17) 12 pt]

TACTICAL SUGGESTIONS

 N/A ...  N/A ...  Howl, Increase Size, Snarl, Phantom Bite/Swipe
 N/A ...  Chase, Pounce ...  N/A

☐☐☐ **RAWHEAD AND BLOODYBONES**

[ORDER SPECTERS]

Description : “DON'T talk! Go to sleep! Eyes shut, and don't you peep! Keep still, or he just moans: 'RAWHEAD AND BLOODY BONES!’” Or, such a nursey rhyme goes. The titular character is a terrifying skeletal figure that nabs children and drags them off to its lair. (Rawhead the skull part, and Bloodybones its body, respectively). The specter is used in stories to frighten the young, but also in allegories, as a representation for a political turmoil.







GRIT :  4 ...  16 ...  7 ...  1 ...  13 ...  7

FERVOR :  ...  ...  ☐☐☐ ...  ...  ☐ ...  ☐☐☐

RESOLVE : 25

[(1 - 3) 2 pt ... (4 - 6) 4 pt ... (7 - 9) 6 pt ... (10 - 12) 8 pt ... (13 - 15) 10 pt ... (16 - 17) 12 pt]

TACTICAL SUGGESTIONS

 N/A ...  N/A ...  Maniacal Laugh, Evil Grin, Phantom Claw
 N/A ...  Chases ...  Call Opponent by Name

☑☑☑ BLOODY MARY

[ORDER SPECTERS]

Description : BLOODY MARY is a most frightful specter, known to appear out of mirrors once her name is repeated thirteen times. Bloody Mary appears as a young lady dressed in a white gown stained with blood. As well, she is known for her ear-splitting scream that can be heard time and time again. Stories of the specter are found almost everywhere, each area having its own particularities. Typically, the phantom's appearance is link to some horrific, local tragedy.







GRIT :  4 ...  16 ...  7 ...  1 ...  13 ...  7

FERVOR :  ☑☑☑ ...  ...  ☑☑☑☑ ...  ...  ☑ ... 

RESOLVE : 30

[(1 - 3) 2 pt ... (4 - 6) 4 pt ... (7 - 9) 6 pt ... (10 - 12) 8 pt ... (13 - 15) 10 pt ... (16 - 17) 12 pt]

TACTICAL SUGGESTIONS

 Vanish and Reappear, Pass Through Walls, Move in Zigzag
 N/A ...  Ear-Splitting Scream, Spin Head, Pull Out Eyes
 N/A ...  Chase, Fly ...  N/A

☑☑☑ BOO HAG

[ORDER SPECTERS]

Description : BOO HAGS are truly ghastly beings to behold. In appearance, they are a deep shade of blood-red, quite literally having no skin to call their own. They must slip into the skin of some unfortunate soul to not arouse suspicion. In replenishing their strength, they cannot oblige earthly sustenance, but they survive by stealing the breath of others. The hag does this by resting on the stomach of a sleeping victim, or as local warnings foretells, "Don't let the hag ride ya."







GRIT :  4 ...  16 ...  7 ...  1 ...  13 ...  7

FERVOR :  ☑☑ ...  ...  ☑☑☑☑ ...  ...  ☑☑ ...  ☑

RESOLVE : 35

[(1 - 3) 2 pt ... (4 - 6) 4 pt ... (7 - 9) 6 pt ... (10 - 12) 8 pt ... (13 - 15) 10 pt ... (16 - 17) 12 pt]

TACTICAL SUGGESTIONS

 Vanish and Reappear ...  N/A ...  Cackle, Evil Eye, Lurk in Shadows ...  N/A
 Attempt to Steal Breath, Chase ...  Call Opponent by Name, Talk in Voice of Loved One

🎲🎲🎲 THE HOOKMAN

[ORDER SPECTERS]

Description : The infamous “HOOKMAN” has been a staple of urban lore for nearly a century. The ghastly figure is commonly thought of as an escaped lunatic with a rusty hook in replace of a missing hand. He is renowned for his habit of terrorizing young lovers. His visitations may be evidenced by a hook hanging from a door or whenever an unlucky lady’s gentleman-caller is found dead, hanging upside-down from a tree; fingernails scraping against the ground.

GRIT : 🌊 4 ... 🟡 16 ... ✖ 7 ... ★ 1 ... 🟡 13 ... 🟢 7

FERVOR : 🌊 ... 🟡 🎲🎲🎲🎲 ... ✖ 🎲🎲🎲🎲 ... ★ ... 🟡 🎲🎲🎲🎲 ... 🟢

RESOLVE : 45

[(1 - 3) 2 pt ... (4 - 6) 4 pt ... (7 - 9) 6 pt ... (10 - 12) 8 pt ... (13 - 15) 10 pt ... (16 - 17) 12 pt]

TACTICAL SUGGESTIONS

- 🌊 N/A ... 🟡 Puncture, Punch, Kick, Stab
 - ✖ Maniacal Laugh, Circle Opponent, Lurk in Shadows
 - ★ N/A ... 🟡 Chase, Leap ... 🟢 N/A
-
-

🎲🎲🎲 LA LLORONA

[ORDER SPECTERS]

Description : “The wailing woman,” LA LLORONA, was once a beauty to behold. However, she had two young sons that made it difficult for her to attract suitors. She long for a life outside of poverty and luxuries she could not afford. One evening her children’s bodies washed up in a lake. She maintained her innocent, but everyone suspected her. She eventually died bitterly and in tears. To this day she wanders the rivers and lakes cries out, searching for her lost children.

GRIT : 🌊 4 ... 🟡 16 ... ✖ 7 ... ★ 1 ... 🟡 13 ... 🟢 7

FERVOR : 🌊 🎲 ... 🟡 ... ✖ 🎲🎲🎲🎲 ... ★ ... 🟡 🎲🎲🎲🎲 ... 🟢 🎲🎲🎲🎲

RESOLVE : 55

[(1 - 3) 2 pt ... (4 - 6) 4 pt ... (7 - 9) 6 pt ... (10 - 12) 8 pt ... (13 - 15) 10 pt ... (16 - 17) 12 pt]

TACTICAL SUGGESTIONS

- 🌊 Vanish and Reappear ... 🟡 N/A ... ✖ Scream, Leap Out of Water
 - ★ N/A ... 🟡 Chase ... 🟢 Draw Opponent Near with Weeping
-
-



THE HEADLESS HORSEMAN

[ORDER SPECTERS]

Description : In Washington Irving’s “The Legend of Sleepy Hollow,” it is said that the HEADLESS HORSEMAN was once a Hessian soldier who was decapitated due to cannon fire in the American revolution. Irving speaks of a phantasm that rides about on Halloween with Jack O’ Lantern in hand, searching for his lost head. The horseman is, “commander-in-chief of all the powers of the air,” and he possesses authority over all manners of apparitions and armies of the damned. But the legend is not confined to Sleepy Hollow nor does it stop at Irving’s tale. The rider is known in the stories spanning the continents. Sometimes referred to as the “wild huntsman” or “phantom rider,” the ghost is a figure feared throughout the land. In Germany, the specter rides in on a gray horse, joined by the sound of hunting horns and a pack of phantom hounds. In Ireland, he is said to grip his head under his arms while trotting about and fiercely cracking a whip in the air. Yet, whatever the case may be, stories agree on one thing—seldom does anyone live to tell the tale.



GRIT : 4 ... 16 ... 7 ... 1 ... 13 ... 7

FERVOR :

RESOLVE : 75

[(1 - 3) 2 pt ... (4 - 6) 4 pt ... (7 - 9) 6 pt ... (10 - 12) 8 pt ... (13 - 15) 10 pt ... (16 - 17) 12 pt]

TACTICAL SUGGESTIONS

- Vanish and Reappear ... Sword Thrust, Whip Smack, Throw Head/Jack o’ Lantern
- Maniacal Laugh, Circle Opponent, Lurk in Shadows
- N/A ... Chase, Throw Object ... Draw Opponent in by Sounding Hunting Horn



WITCH QUEEN OF THE INVISIBLE WORLD

Description : The WITCH QUEEN OF THE INVISIBLE WORLD, is the bearer of extraordinary power. She will stop at nothing to protect her domain from the likes of man and/or associates of the Devil. Yet, little is known by man of her or her realm. She occasionally ventures into our world, as the protector of women and children.

She is known to spit lightning storms, levitate objects with a blinging gaze and rattle people about with the same force. Within contact she can make any object as light as air and afterwards hurl it bearing its full force and weight. With these and other talents, her power is only matched by her bitterness and disdain for man. For how could she forgive a creature who is the herald of prejudice, destruction, colonialism, racism, abuse and all manners of evil? He perturbs his world and that of nature wanting only all for himself. In her realm, the invisible world, nature not man reigns supreme.

All is at peace, in stark contrast to our sphere. Earn her trust, and she can be a most powerful ally but cross her and you might not even live to regret it.

GRIT : 10 ... 7 ... 13 ... 16 ... 16 ... 4

FERVOR :

RESOLVE : 100

[(1 - 3) 2 pt ... (4 - 6) 4 pt ... (7 - 9) 6 pt ... (10 - 12) 8 pt ... (13 - 15) 10 pt ... (16 - 17) 12 pt]

TACTICAL SUGGESTIONS



Blow Lightning Storms, Appear in Two Places at Once

Punch, Kick, Lightning Cloud Strike

Blinding Stare, Battle Cry, Circle Opponent

Chant ... Fly, Throw Ball Lightning, Levitation Stare, Hurl Object ... Convince



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