

"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 Derson)



STORY GUIDE



A MAKE YOUR OWN ADVENTURE GAME

CREATED BY LENWOOD SHARPE



Art: Joseph Wright of Derby, *Cottage on Fire at Night* (1785 between 1793)

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DISCARD

ABOUT OLD
STORYTELLERS.
OR A GAME OF CAMPFIRE LORE



STORY GUIDE

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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 offering you an escape. Distant embers burn brighter, BRIGHTER. Then you see it. A campfire to 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 is a storytelling and strategy-based game that takes its inspiration from those spoken stories dreamt up long ago in a lonely, isolated logging camp somewhere. The kind of tales heard over the roar of laughter and crackle of the open fire, but which have gone long untold ever since.

The art of good storytelling often lies more in the storyteller, rather 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.

THE FALLEN WOODSMAN

Description : The FALLEN WOODSMAN has appeared throughout the ages and has a different name in every village, town and fort he frequents. But no matter the name he travels under he is nevertheless a figure to dread. Tradition is divided on his true nature. Some hold that the Fallen Woodsman is an emissary of the devil, other say the guise of the devil himself. In either case he oversees the interests of his country whilst abroad. Often, he is described as a tall man, clad in black garments, sometimes with red trim or gold ornaments. His eyes burn with hell fire, his body as hard as iron and grip icy to the touch. Most often he is presented as a trickster, offering one's desires for their soul. As evil is deprived of eternal life the man in black is not immortal, but still has likely lived for centuries.

Neither quite mortal nor immortal, the mysterious stranger uses his time stirring chaos to every sect of humankind. He goes from nation to nation arguing why each is “the chosen” and of the imminent doom that others posed to them.

He would voyage to northern lands and champion the privileges that should be theirs by virtue of their region. Afterward, in another form, he would journey to their southern neighbors and proclaim a cause of false justice against others who would do naught else but wrong them.

The traveler never took sides and rarely fought mortals themselves. But joyed rather in this simple game of pitting humanity against itself using truth if necessary and fiction as convenient. Often proclaiming he is no enemy of man, but only that of the divine. That it is, as he tells it, by man's hand his greatest work is realized.

GRIT : 10 ... 7 ... 16 ... 1 ... 4 ... 13

FERVOR : ... N/A

RESOLVE : 90

[(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

Have Opponent Challenge Dark Woodsman to Any Contest of Their Choosing. (i.e. fencing, cards, basketball, chess, timber sports, dance, archery, music, dominoes, etc.) N/A

WITCH QUEEN OF THE INVISIBLE WORLD

Description : *Harbinger Eve*, 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 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 deliverer of prejudice, deforestation, 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, it is nature not man that 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 ...  1

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, Discuss, Talk

Thus, in *About Old Storytellers*, like any good adventure story, it is about that sort of engagement. The Storyteller should be detailed, 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 a fire started or how something ended up where 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 be ready to change the story should it move in an unanticipated direction. But this duty should not overshadow the Storyteller's 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.



L. S. SHARPE
JANUARY 26, 2018

THE LUMBERJACK

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 the 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 their use of profanity in front of 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 upon which 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. As well as reclamation efforts by 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 bully, it makes for grand storytelling. So, imagine with me a small, remote republic, nestled who-knows-where in some thickly forested and inaccessible region. Something, you know vaguely real sounding. Black Mountain Republic? Free State of Eagle River? Dominion of Fort Maccomb? 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 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 lost his head 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 possesses authority over all manners of apparitions and armies of damned. But the legend is not confined to Sleepy Hollow nor does it stop at Irving’s tale. The rider is known in lore 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 trotting about fiercely cracking a whip in the air. But 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
- N/A ... Chase, Throw Object
- Draw Opponent in by Sounding Hunting Horn

THE HOOK

[ORDER :
SPECTERS]

Description : The infamous “HOOK” 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 were found in a pond. She maintained her innocent, but all suspected her. She died bitterly and in tears. To this day she wanders around creeks or lakes crying 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 SECRET SOCIETY

As with forgotten republics it is somewhat less obscure that fraternal orders and secret societies used to be immensely 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, symbolism and outfits to match. Daughters of Mokanna, Society of Thirteen, Eternal and Universal Brotherhood of Mystics, 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’re 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. They are possessors of hidden knowledge and are the last ones who can rid the republic of the terrors 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).

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, he 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 understand that the world never saw such an instrument of the devil than he who would condemn innocent people, let alone women, 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 Man is the destroyer nature, the herald of war and the bearer of intolerance. So is, at least, the popular opinion within the Invisible World. The Invisible World exists and occupies the same space as our world, but on a different plane. It is the secret sanctum from where witches draw their power. Yet, it is not a place of darkness and suffering, but one very much unlike our own. It is people-less realm, ruled by a powerful queen, where nature flourishes and man never existed.

EXPERIENCE POINTS

Just as silver can be used to purchase items, 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 larger target on their backs if made known to the society's 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. Illuminated Modern Knight
2. Illuminated Loyal Knight
3. Illuminated Royal Knight
4. Illuminated Noble Knight
5. Illuminated Mystic Knight
6. Illuminated Golden Knight
7. Illuminated Illustrious Knight
8. Illuminated Benevolent Knight

FOURTH 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

🎲🎲🎲 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 in 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. Sometimes 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 ... 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 blood-red, quite literally having no skin to call their own. Often, they must slip into the skin of some unfortunate soul as to not arouse suspicion. In replenishing their strength, they cannot oblige earthly sustenance, but survive by stealing the breath of others. The hag accomplishes her work by siting on the stomach of a sleeping victim, or as the local warning 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

▣▣▣ 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 PLAT-EYE. The Plat-Eye 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 enemy. Tradition links the specter with the new moon and is known to take many forms, but generally a phantom dog with a fiery gaze. Yet, on occasion it may take the shape of a dense fog when it prefers to envelope its victims instead.

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 so many a nurse 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 for political injustice ("the rawhead-and-bloodybones of... etc.")

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

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 you are always free to flesh out your own unique settings 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

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 boundless wilderness. 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 REP.

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 sum. The transfer of government did not sit well with the settlers, who were comprised of various nationalities. They all had made journey to the peninsula for a better life. They resisted the enforcement of Prussian culture; as well a language that many could not understand (English remained *de facto*, in use for trade). The settlers most of all resented Prussian military presence.

The rise of the Prussian colonial government lead to a draft and fighting with the Makwa over territory. A short war broke out resulting in a humiliating defeat for the Prussian Colonial Army, who greatly overestimated the Makwa home advantage and their power as an untested fighting force. Soon after the populace demanded that treaties be established to ensure peace 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 Kanawan men to fight in foreign wars. This policy proved vastly unpopular with the settlers already weary of fighting. They knew should they die it would be better to do so for their own rights, on their own soil. Yet, knowing they could not defeat the regiment of Prussian troops 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, a deal was struck. The deal called for an alliance against the Prussian colonial government. The terms were an end to encroachment on Makwa land, the prohibition of slavery and a generous compensation for privateers on spoils gained from Prussian vessels.

As Prussian ships arrived for 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 settlers pushed the Prussian soldiers east to the shore. The Prussians were now blocked by Makwa from the south and emancipated slaves from the north. After brief but intense fighting the remaining Prussian forces were loaded on ships and sent back to Europe. The Prussian government, too far embroiled in wars to try and fight another one, was left with no alternative, but to abandon its claim to Kanawa. On August 4th the united peoples of the peninsula declared the independent Kanawa Republic.

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 torches 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 you are being hunted by a deranged, deathless GHOST CLOWN. No? Oh, just wait, you will.







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























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 that 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

[(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 Frightening Figure
 N/A ...  Float, Jump, Chase ...  Form of Familiar Friend

KANAWA COUNTRY PROFILE

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

Motto: *Vivere disce, cogita mori.*

Motto Meaning: Die to Live or Live to Die

Capital: Matawaw

Languages: Various. English, French, Polish, 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. They 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.

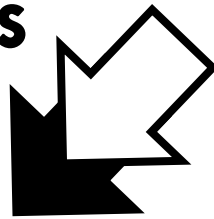
Down the narrow path, where tread few.
where the New world is still new.

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



CHALLENGE PAGES

*** The three dice listed by the Title of the challenge specifies the roll of three dice (order 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 used. ***

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

*** The Description section provides an idea of what sort of a 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 number a player's roll must be 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 creature lashes out with one mighty swing of its scythe-like claws tearing the flesh of your arm!" NOT "it claws you." ***

GYASCUTUS

[ORDER :
ILLUSIONARIES]

Description : Since from at least the 1840s, the GYASCUTUS 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 phrase, "Ladies and Gentleman—Run for your lives!—the Gyascutus is loose!"

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

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

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 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 utter 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

[(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

🎲🎲🎲 HINGE-TAIL BINGBUFFER

[ORDER :
ILLUSIONARIES]

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

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

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

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 bottled-up 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

[(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

🎲🎲🎲 JACKALOPE (*pedigres Leapusalopus Ineptus*)

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

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

Order : Tall Tale Creature.

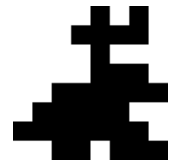
Behavior : The JACKALOPE is a violent and aggressive little cuss, especially if cornered. Extremely temperamental. Just sayin'.

Bounty : 2 SILVER.

Economic Standing : The Jackalope is prized for its head which is used to adorn many bars, taverns and other places of learning. As well for Jackalope 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 desert 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 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.

Economic Standing : 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 (*Bausemanos porcus*) “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 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... 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 Trees ... 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, etc.” Oh, yes. On and on goes, on and on, my friend.

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

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

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 through the air, gliding in a frisbee-like manner, akin to flying buzz-saw blades.

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

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

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

ILLUSIONARIES

WAMP

[ORDER :
ILLUSIONARIES]

Description : The WAMP is a mental projection of boredom. This figment of the 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. For absolutely no reason whatsoever.



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

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

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 hallucinations of pensiveness. They 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

[(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, Poke Eyes
N/A ... N/A ... ★ N/A ... ▲ Jump Around ... ● 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.

Economic Standing : Make a good leather coat out of it? I dunno.

Description : 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. It is covered head to toe with nearly impenetrable coarse, leather-like skin; possess a large rattle at end of tail. 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 (*Serpenscirculosus caudavenenifer*)

Range : Common throughout North America hill country and across 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.

Economic Standing : 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]

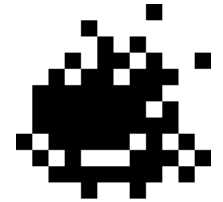
TACTICAL SUGGESTIONS

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

☐☐☐ FOREST FIRE

[ORDER :
PHENOMENA]

Description : Mere minutes after the first signs of smoke and embers become visible it seems that you are now surrounded and find yourself in a fatal game of life or death. Flames seven-feet high burn brilliantly against the now engulfed wilderness. You and your comrades race from the flames choking 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

☐☐☐ **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 seems more a force of nature than living thing. Whatever the reason, this gypsum colossus is extremely temperamental and thrashes about tossing you 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 ...  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

☐☐☐ **AGROPELTER** (*Anthrocephalus craniofractans*)

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.

Economic Standing : None, but cross one and it will cost you.

Related Species : Agropelter, var. Widow-Producing (*Brachviipotentis craniofractans*; 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.

Economic Standing : 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. Heavyset, 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 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

☐☐☐ **MAN-EATING PLANT**

[ORDER :
PHENOMENA]



Description : The day's trek starts out like any other, however, you notice vines beginning to twitch. Abruptly, a vine grabs hold of your ankle and starts dragging you towards a massive plant. The botanical specimen opens revealing a cauldron-like pit and 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 the ground while trees come crashing down missing you by inches. Next, a horn blows, "Aloo! Aloo!" A slow, titanic, unwieldy sort of machine comes emerging from behind. It is a large, steam-powered contraption and seems to move on mechanical legs rather than wheels. You duck and dodge death as the WILLAPUS WALLAPUS 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

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

- 16 ... Frostbite, Hypothermia ... N/A
- 4 ... Opponent Questions All Hope in the Face of Death
- 1 ... 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 approaching from above the trees. Without warning a blast of snow rips through the pines and carries you down the mountain.

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

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

Economic Standing : 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

- 10 ... Hide in Shadows ... Tail Sickle, Claw, Impale, Bite
- 1 ... Growl, Shake Earth, Circle Opponent
- 10 ... N/A ... Swing Tail, Pounce, Roll ... N/A

☐☐☐ GUMBEROO (*Megalogaster repercutus*)

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.

Economic Standing : 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 possess 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

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 copper and zinc clutter the work space. In the corner near a skeleton, something remarkable catches your eye. It is a figure, human-like in suggestion, but 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

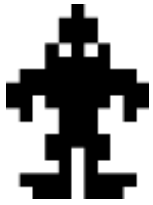
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TACTICAL SUGGESTIONS

Corner, Feint, Attack Around Opponent ... Spring-Loaded Punch
 N/A ... N/A ... Shoot Blasts of Steam, Chase... 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, particularly 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 speculated to be a benign rather than malevolent being. However, it is not inconceivable that such a creature would grow most unforgiving if it thought that its territory was being threatened.


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

 Misdirect, Feint, Corner, Attack Around Enemy

 Smack, Kick, Tackle, Use Club

 Howl, Shake Earth, Show Teeth

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

WHIRLING WHIMPUS (*Turbinocissus 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.

Economic Standing : 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. However, by use of your Fervor you might just be able to overcome this.



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 (*Borgesius capralamiana*)

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



Habitat : Deserts, 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.

Economic Standing : None, unless goat infestation is a hot-button issue.

Related Species : None.

Description : Head narrow, snout long; fangs jut outside of mouth. Body lean, similar 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 a honey badger. Skin akin to sun-battered, alligator leather, ears resembling flattened, roadkill, nose cut in the center and red, lifeless eyes 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

GIANT BEAR

[ORDER :
NATURA]

Description : If any animal that could tear you in half in a matter of minutes was not bad 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 you will soon realize that they are by no means deceiving you.

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 are numerous rivers and other waterways. Be wary standing too close however. One never knows what unimaginable manner of marine-life might spring up and try to bring one 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 coming just in sight of eyes 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

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 county. Many having been driven out by force by the fearful and prejudice. Still even today tucked away within the expanses of forest a lonely cottage may be found. Within these the last of a vanishing kind still carries on their old traditions. A WITCH may not be wicked at heart, still years of persecution have made many wary of 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 have a human upper-body and the lower portions of a fish, they quite differ from the paintings we have come to know. They possess greenish hair like seaweed, ears of an eel, webbed-hand with claws, black eyes and a complexion ranging from a silvery grey to faint aqua. But strangest of all they lack elegance in form. The human part tapers off into an uneven growth more akin to a catfish than a shimmering, scaled beauty.

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 ... Evade
- Lure, Sing, Make Offering, Play Shell Instrument

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.

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

Economic Standing : 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 flesh 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.

Economic Standing : 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

☐☐☐ **TOMMYKNOCKERS**

[ORDER :
NATURA]

Description : TOMMYKNOCKERS originate in the tales of Cornish immigrants. Tommyknockers are rather old-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.

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 : Sideshows showcasing "supposed" ancient corpses rendered to stone through exposure to the elements are common. However, rumors circulate throughout the land of genuine, breathing PETRIFIED PEOPLE living beneath the surface. In camp your fellow jacks often tell stories about them. You do not know if they are real, but you would rather not 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

NATURA

EXPLODING RATS

[ORDER :
NATURA]

Description : Scattered across this vast, lost and forgotten republic are numerous abandoned mines to which a number of rodents have taken up residence. Unfortunately, they have likewise taken a liking 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 too long when a group of howling WOLVES sounds more familiar to you than your local church choir. Yet, the threat posed by these wild canids is nothing to be taken lightly.

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

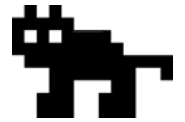
Behavior : The WAMPUS CAT is both nocturnal and semiaquatic, commonly frequenting murky bogs. It is surely an animal of unparalleled ferocity, for even stuffed specimens have been known to tear full-grown men apart.

Bounty : 7 SILVER.

Economic Standing : None

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

Description : Feline; large, powerful hind and forelegs. Long fangs and claws. Glowing green eyes; watertight black coat. The Wampus Cat is a powerful water-panther, 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 their 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 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 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.


Economic Standing : Popular draw at sideshow attractions.

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

Teary-Eyed Hodag (*Deformis corniger lacrimans*; Tryn.).

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

☐☐☐ 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.

Economic Standing : Spares 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 shiny 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 a sleeping quarters. It cries out in a deep, raspy voice that it is come to take that person 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



👁️👁️👁️ **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.

Economic Standing : Beloved mascot of 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 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

👁️👁️👁️ **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 to nab 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.

Economic Standing : 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, black 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



ADVERTISING SPACE

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☐☐☐ **SNALLYGASTER** (*Bovulopus gigantiloetus*)

Range : Blue Ridge Mountains, particularly near the vicinity of South Mountain, Maryland with occasionally 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 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 its nests on mountain cliffs and has been known hold entire regions in the grip of terror for decades.

Bounty : 12 SILVER.

Economic Standing : Its eggs would make for one five-star omelet.

Related Species : Dwayyo (*Lycanthropus Marylandus*).

Description : Bird-reptile hybrid. Wingspan fifty-feet; 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