

Vernard, the Protector

Vera's Bog Beast

Powers:

Entwine- On a successful Soul check, controls natural growth to extend and wrap around target until target can break free with successful Body check

Fist of the Forest- A successful Body check results in a powerful punch that delivers 2 Hope point damage on a damage roll of 1-4, and 3 Hope point damage on a damage roll of 5-6

Shield- On a successful Soul check, creates spinning bark cloud that protects a target from physical harm

Appearance- 8 foot tall lurching humanoid of bark and vines

Drives- Protect the creatures of the forest, Woo Hot Lisa from Stop and Shop



Bog Beast: Mind 2 Mouth 2 Body 3 Soul 2
Hope: 8

Angus, the Composter

Agnes's Bog Beast

Powers:

Consume- On a successful Body check, pulls target into body and drains 1 Hope point per turn until target breaks free with successful Body check

Swarm Blast- A successful Mouth check calls upon insects and rodents to attack target for 2 Hopes point before scattering

Cloak- A successful Body check allows beast to remain camouflaged in leafy area until PC succeeds on a Mind check when searching location

Appearance- 8 foot tall lurching humanoid of moss and leaves

Drives- Maintain the sanctity and purity of the land, Kill humans

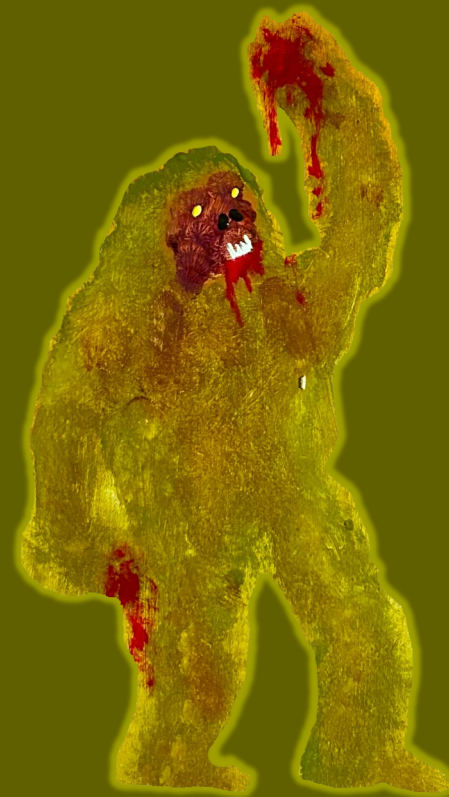
BREADCRUMBS

People are dying, cops are lying, stories are flying...

- ♦ Three mountain bikers were eviscerated on the quarry trails
- ♦ Its very easy to get lost if you leave the bog trails. The mushrooms are watching
- ♦ Strange symbols made of woven sticks hang from the bog's trees
- ♦ Vera's Burger Time record was recently broken by a player "AGZ"
- ♦ Vernard is hording squirrels to form an army and is in love with Hot Lisa from Stop and Shop
- ♦ Angus has an unsatiable taste for flesh and Mountain Dew
- ♦ When Vernard and Angus meet, it will be a violent battle of mutually assured death if not stopped
- ♦ If both bog beasts die, the Dark Bubbler rises from the bog to suffocate Fairhaven in a stinking wave of slime and moss
- ♦ A restorative conversation between the sisters led by the Weird Heroes will cause the two bog beasts to meld into one heroic being
- ♦ The sisters can be won over by actions that support their cause of peace, balance, and conservation. These actions do not need to be peaceful or balanced, however.



**Saturday
Pizza
Matinee**



**BATTLE OF
THE BOG
BEASTS**

THE LORE

For generations, rumors have brewed about a massive creature shambling through the wilds surrounding Fairhaven Quarry. Blurry photographs and plaster casts of large footprints have been offered as evidence, but no scientific proof has ever been confirmed. To the residents of Fairhaven, none of that matters. To the majority, the Bog Beast is real.

In the past two months, three bikers have been found dead near the quarry. The official explanation—bobcat attacks—has done little to ease local fears. The condition of the bodies (torn in half) and their placement (high in the pine branches) strains credibility. People are talking, and whispers of the Bog Beast have become shouts, all while the body count rises.

Then there are Vera and Agnes, the infamous Witch Sisters of Skunk Bog. Years ago, they combined their eldritch talents with the bubbling vitality of the mire to create life. Moss, mud, and animal remains merged into a fetid colossus they named Bog Baby, a protector of nature.

But peace didn't last. Vera saw Bog Baby as a guardian of the wild, a creature of balance and protection. Agnes saw Bog Baby as a weapon of vengeance, a tool to strike back at encroaching civilization.

Their conflicting philosophies on "child-rearing" soon clashed. Culminating in passionate battle of arcane spellcasting. Amidst the chaos, Bog Baby was split into two creatures, each infused with a sister's vision of the righteous path.

Now, the two Bog Beasts roam the swamps, each answering to their respective calling. The war between the sisters is far from over.



THE WITCH SISTERS

For as long as anyone in Fairhaven can remember, the land around the old quarry has been considered "special." It's the kind of wild that feels older than maps—thick with rare medicinal herbs and forgotten creatures. After heavy rains, confusing relics rise from the muck. On warm summer nights, the ghostly sound of a phantom organ drifts through the trees, carried on the wind like a lullaby for something not quite asleep.



Special places need special protection. That's where Vera and Agnes come in. These ancient crones—crooked of back and sharp of tongue—have spent decades weaving strange magic, guarding the balance, and keeping the darkness trapped beneath slime-choked brooks and snarled roots.

There's been an unspoken pact for generations: the people of Fairhaven leave the sisters be, and the sisters keep the bog quiet. Keep it sleeping. Keep it safe. But the outside world doesn't leave things be anymore.

Developers stake out lots for office parks. X-Tec "scientists" pluck every rare bloom and beetle they can find. High school kegger enthusiasts leave plastic wreckage in sacred clearings.

The sisters are in turmoil. Vera chooses to hide and consult with the other side. Agnes chooses to fight. The creature they nurtured since birth splits into two warring entities, each embodying the spirit of a sister.

VERA

Charming and chatty, Vera is the one who interacts with humans when she must. With her gnarled, quartz-topped walking stick, she makes weekly visits to town to gather supplies, drink whisky, and maintain her high score on Burger Time at Crazy Larry's Gas Station. Vera guards the thresholds where one thing becomes another: then to now, day to night, science to magic.



- ♦ **Magic Specialty:** charm spells, memory fogs, hydrokinesis (stagnant water only)
- ♦ **Appearance:** Dresses in colorful afghan blankets, smells strongly of peppermint
- ♦ **Weakness:** Addicted to video games

AGNES

Intense and profane, Agnes is rarely seen outside her hut where she builds bombs and reads superhero comics. She tends to impossible things that grow in impossible places. Birds roost in her hair and rats follow her footsteps.



- ♦ **Magic Specialty:** Growth, transformation, speaking with the dead
- ♦ **Appearance:** Constructs clothes out of moss, necklaces of bones and dried frogs, smells of pickles
- ♦ **Weakness:** Gambles on everything

Sister: Mind 2 Mouth 2 Body 1 Soul 3
Hope: 5 SP: Spellcasting (Soul Check)