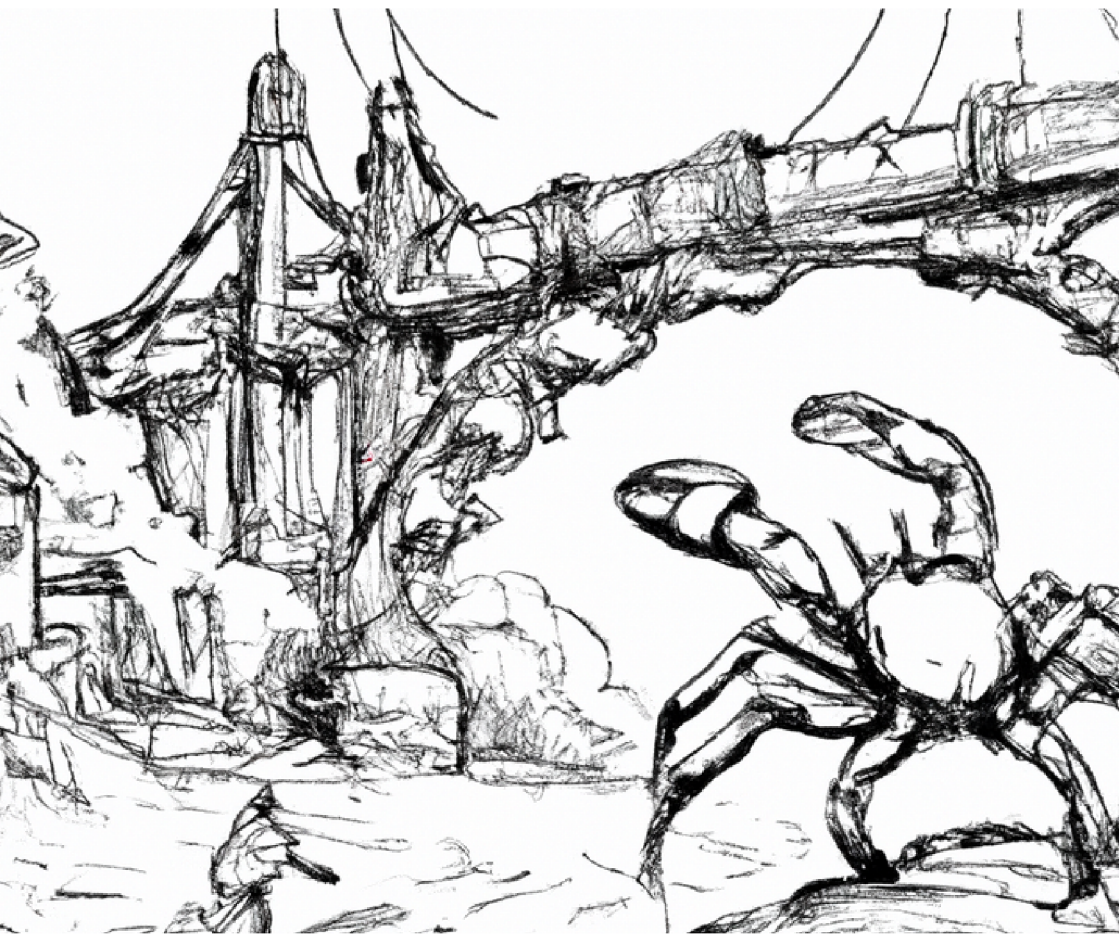


# BIG GIANT CRABS

and other horrors



An AI generated RPG Inspired by Guy N. Smith,  
James Herbert, Keith Roberts, Shaun Hutson and  
others

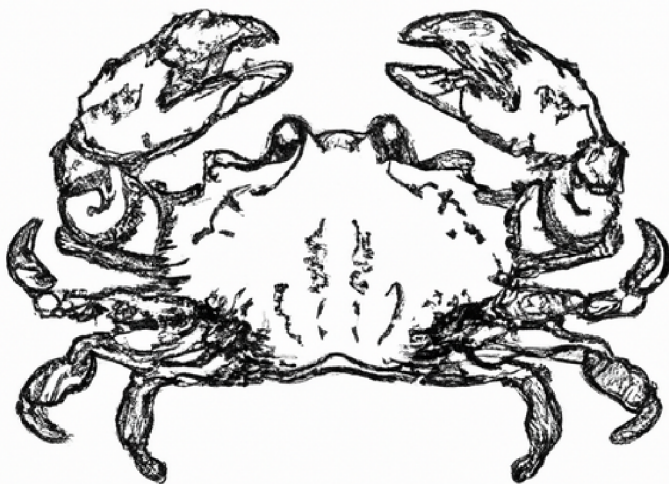



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open sussex ltd 2023



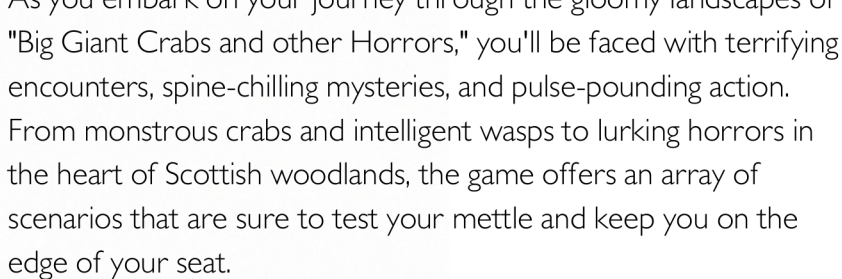


Welcome to "Big Giant Crabs and other Horrors," role-playing game (RPG) that transports you to the eerie and unsettling world of 1970s

and 1980s United Kingdom, inspired by the works of legendary horror writers such as Guy N. Smith, James Herbert, Keith Roberts, Shaun Hutson, and others. What sets this RPG apart from others is its unique origin: the entire game has been meticulously crafted using artificial intelligence (AI) and machine learning tools, showcasing the potential of these technologies in the realm of interactive storytelling and game design.

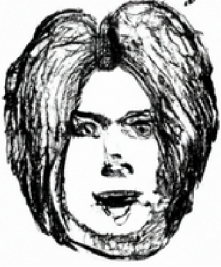
"Big Giant Crabs and other Horrors" draws inspiration from the chilling tales penned by its literary influences, immersing players in a world filled with supernatural phenomena, mutant creatures, and horrifying scenarios. The game system is built around a simple yet engaging set of rules that rely on 2 six-sided dice, making it accessible to both newcomers and seasoned RPG veterans alike. Throughout their adventures, players will encounter a diverse cast of non-player characters (NPCs) and adversaries, each with their own unique attributes and abilities, adding depth and challenge to the gameplay experience.

As you embark on your journey through the gloomy landscapes of "Big Giant Crabs and other Horrors," you'll be faced with terrifying encounters, spine-chilling mysteries, and pulse-pounding action. From monstrous crabs and intelligent wasps to lurking horrors in the heart of Scottish woodlands, the game offers an array of scenarios that are sure to test your mettle and keep you on the edge of your seat.



# Core Mechanic: 2D6 (two six-sided dice)





## Character Creation

**Attributes:** Each character has four attributes that determine their abilities. Roll 2D6 for each attribute and record the results.

Strength (STR): Physical power and endurance.

Dexterity (DEX): Agility, reflexes, and coordination.

Intelligence (INT): Knowledge, problem-solving, and mental capacity.

Willpower (WIL): Courage, determination, and resistance to fear.

**Profession:** Choose a profession for your character. This will provide a special ability and a +2 bonus to one attribute.

**Personal Item:** Choose one item that represents your character's background or interests. This item can provide a bonus or special ability.

**Traits:** Choose one trait that represents your character's background or interests. The trait can be a help or a hindrance.

Please see Professions, Items, and Traits for examples. You can always make up your own.





## Core Mechanics

**Task Resolution:** To determine success in any action, roll 2D6 and add the relevant attribute. If the total equals or exceeds a target number (TN) set by the Game Master (GM), the action succeeds. The TN should range from 7 (easy) to 15 (nearly impossible), depending on the situation.

**Combat:** During combat, characters and enemies take turns in order of their DEX scores. On their turn, a character may move and perform one action (e.g., attack, use an item, or hide). To attack, roll 2D6 + STR or DEX (melee or ranged, respectively) against the enemy's Defense (TN). If successful, the enemy takes damage equal to the character's STR or DEX score (depending on the type of attack). Characters and enemies have a Health Pool (HP) equal to their STR score  $\times$  2. When HP reaches 0, the character or enemy is incapacitated or dead.

**Horror Encounters:** When encountering supernatural horrors, characters must make a WIL check against a Fear TN set by the GM. Failure may result in penalties or temporary insanity.

**Advancement:** Characters gain experience points (XP) by overcoming challenges, solving mysteries, and surviving encounters. For every 10 XP, characters can increase an attribute by 1 point or gain a new skill or item related to their profession.



## GM Tips

- Create a creepy atmosphere by using real-life locations and events from the 1970s-1980s UK as inspiration.
- Focus on investigation, exploration, and surviving encounters with terrifying creatures.
- Encourage players to use their characters' professions and items creatively to overcome challenges.
- Balance the game with a mix of mundane threats (e.g., hostile locals, criminals) and supernatural horrors.
- Adjust the level of gore and horror to suit your players' preferences.
- Make it Fun



# EXAMPLE HORRORS





# Bloodthirsty Flea

**Size:** 20-30 centimeters

Strength: 3 Dexterity: 14 Intelligence: 1 Willpower: 3 Health Pool (HP): 6

Defense: 14 Attack: Blood Drain (1D6) Fear TN: 8

**Description:** These oversized fleas infest urban areas, preying on unsuspecting victims. They're quick and agile, making them hard to hit. Their bite drains the blood of their prey, leaving behind lifeless husks. When they swarm, their combined attacks can become a lethal threat.

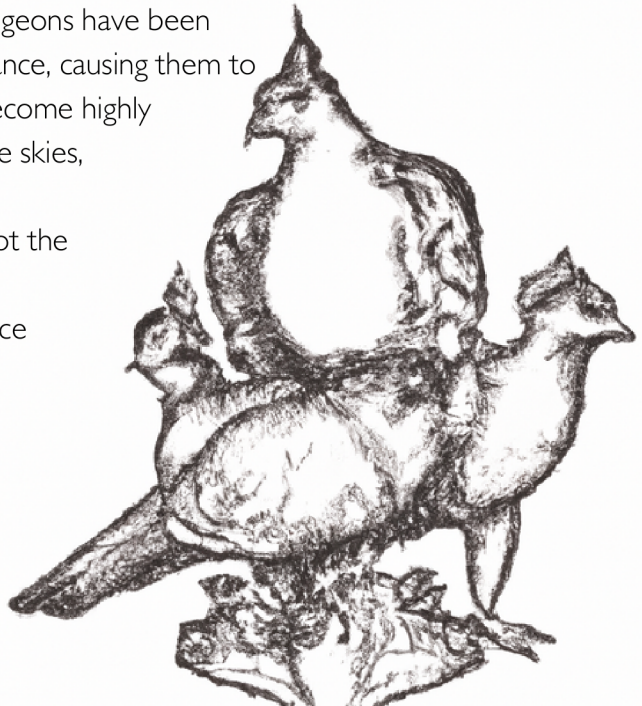
# Mutant Pigeons

**Size:** 1-1.5 meters wingspan

Strength: 4 Dexterity: 12 Intelligence: 3 Willpower: 5 Health Pool (HP): 8

Defense: 12 Attack: Peck (1D6 + STR) Fear TN: 8

**Description:** These mutant pigeons have been exposed to a mysterious substance, causing them to grow to enormous sizes and become highly aggressive. They attack from the skies, targeting both humans and other creatures. They're not the deadliest creatures around, but they can be a dangerous nuisance in large numbers.



# Shadow Stalkers

**Size:** 2-2.5 meters tall Strength: 8 Dexterity: 10 Intelligence: 6 Willpower: 12  
Health Pool (HP): 16 Defense: 10 Attack: Shadow Swipe (2D6 + STR) Fear  
TN: 12

**Description:** The Shadow Stalkers are ethereal beings that can manifest from the darkness itself. They are drawn to areas with high levels of fear and despair. Their semi-corporeal form makes them difficult to damage with conventional weapons. They can reach through the shadows and attack their victims from a distance, instilling terror in their prey.

# Ravenous Rats

**Size:** 30-50 centimeters Strength: 4 Dexterity: 10 Intelligence: 2 Willpower: 4  
Health Pool (HP): 8 Defense: 10 Attack: Bite (1D6 + STR) Fear TN: 7

**Description:** Swarms of oversized rats have infested the city's darkest corners, growing aggressive and hungering for human flesh. They scurry in the shadows and attack in groups, making them a threat that can easily overwhelm the unwary.



## Feral Hounds

**Size:** 1-1.5 meters long Strength: 8 Dexterity: 10 Intelligence: 3 Willpower: 6  
Health Pool (HP): 16 Defense: 10 Attack: Maul (2D6 + STR) Fear TN: 9

**Description:** Once domesticated dogs, these feral hounds have mutated into fierce and monstrous predators. They roam the countryside in packs, stalking their prey with cunning and coordination. Their powerful jaws and heightened senses make them formidable opponents.

## Eldritch Scarecrows

**Size:** 2 meters tall Strength: 6 Dexterity: 8 Intelligence: 5 Willpower: 12  
Health Pool (HP): 12 Defense: 8 Attack: Rusty Scythe (2D6 + STR)  
Fear TN: 12

**Description:** These supernatural scarecrows have been animated by dark forces, stalking rural farmlands and terrorizing the local population. They are relentless in their pursuit and can summon swarms of crows to harry their targets. Destroying them may require discovering the source of their animation.



## Chilling Specters

**Size:** Variable Strength: N/A Dexterity: N/A Intelligence: 6 Willpower: 14  
Health Pool (HP): N/A Defense: N/A Attack: Haunting (Psychological)  
Fear TN: 14


**Description:** These tormented spirits are bound to specific locations or objects, seeking to inflict terror and madness upon the living. They cannot be physically harmed and may require the characters to solve a mystery or perform a ritual to banish them.

## Sewer Serpents

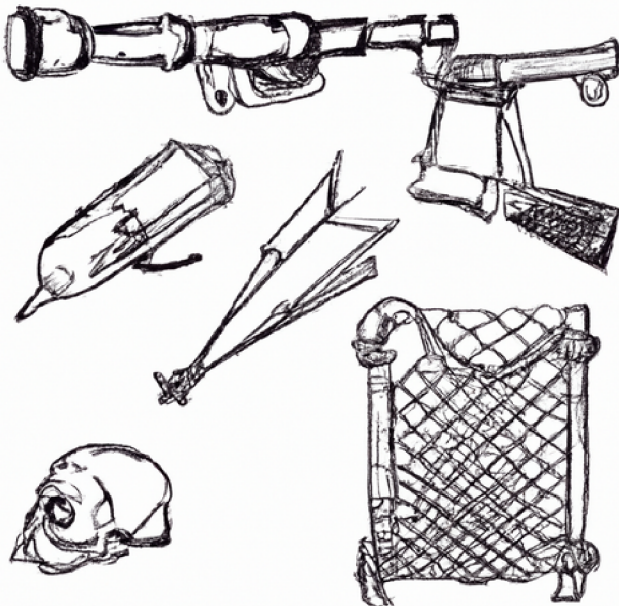
**Size:** 2-4 meters long Strength: 9 Dexterity: 6 Intelligence: 3 Willpower: 8  
Health Pool (HP): 18 Defense: 9 Attack: Constrict (2D6 + STR) Fear TN: 10

**Description:** These massive serpents dwell in the city's sewers, emerging at night to hunt for prey. Their powerful coils can crush the life out of their victims, and their stealthy nature allows them to ambush unsuspecting targets.





Professions,  
Items,  
Traits



# Professions

## **Journalist**

Special Ability: Investigative Instincts - Gain a +2 bonus to Intelligence (INT) checks when researching, gathering information, or interviewing.

## **Police Officer**

Special Ability: Law Enforcement Training - Gain a +2 bonus to Strength (STR) checks when using combat and investigation skills, as well as accessing restricted areas.

## **Folklorist**

Special Ability: Local Lore Expert - Gain a +2 bonus to Intelligence (INT) checks when identifying supernatural entities or uncovering their weaknesses based on local legends and myths.

## **Antique Dealer**

Special Ability: Artifacts and Relics - Gain a +2 bonus to Intelligence (INT) checks when identifying and appraising valuable and rare items.

## **Doctor**

Special Ability: Medical Expertise - Gain a +2 bonus to Intelligence (INT) checks when healing and treating injuries or identifying supernatural afflictions.

## **Paranormal Investigator**

Special Ability: Supernatural Awareness - Gain a +2 bonus to Willpower (WIL) checks when sensing and identifying supernatural entities and phenomena.

## **Photographer**

Special Ability: Keen Eye - Gain a +2 bonus to Dexterity (DEX) checks when observing or capturing visual evidence.

# Professions (cont)

## **Musician**

Special Ability: Soothing Melodies - Gain a +2 bonus to Willpower (WIL) checks when using music to calm, inspire, or influence others.

## **Librarian**

Special Ability: Knowledge Repository - Gain a +2 bonus to Intelligence (INT) checks when conducting research or accessing obscure supernatural lore.

## **Mechanic**

Special Ability: Gearhead - Gain a +2 bonus to Intelligence (INT) checks when repairing, modifying, or creating makeshift devices.

## **Archaeologist**

Special Ability: Ancient Knowledge - Gain a +2 bonus to Intelligence (INT) checks when interpreting historical artifacts or ancient sites.

## **Bartender**

Special Ability: Master of Gossip - Gain a +2 bonus to Willpower (WIL) checks when gathering information from patrons and overhearing rumors.

## **Farmer**

Special Ability: Land Steward - Gain a +2 bonus to Strength (STR) checks when handling animals or performing agricultural tasks.

## **Occultist**

Special Ability: Dark Arts - Gain a +2 bonus to Intelligence (INT) checks when understanding or counteracting paranormal threats.

## **Private Investigator**

Special Ability: Stealth and Surveillance - Gain a +2 bonus to Dexterity (DEX) checks when tracking, performing stealth, or observing targets..

# Items

## **Flashlight**

Effect: Grants a +2 bonus to Dexterity (DEX) checks when navigating or searching in dark environments.

## **First Aid Kit**

Effect: Grants a +2 bonus to Intelligence (INT) checks when performing medical treatment or stabilizing injuries.

## **Pocket Knife**

Effect: Can be used as a basic melee weapon, dealing 1D6 damage; grants a +1 bonus to Dexterity (DEX) checks when performing tasks requiring a cutting tool.

## **Crowbar**

Effect: Grants a +2 bonus to Strength (STR) checks when prying open doors, breaking locks, or moving heavy objects.

## **Camera**

Effect: Grants a +2 bonus to Dexterity (DEX) checks when capturing visual evidence, documenting events, or noticing hidden details in photographs.

## **Protective Vest**

Effect: Grants a +2 bonus to Defense, reducing damage taken from physical attacks.

## **Gas Mask**

Effect: Grants immunity to harmful gases and airborne toxins; provides a +2 bonus to Willpower (WIL) checks when resisting gas-based attacks or effect



# Items (cont)

## **Baseball Bat**

Effect: A simple melee weapon, dealing 1D6 damage; provides a +1 bonus to Strength (STR) checks when breaking objects or intimidating adversaries.

## **Revolver**

Effect: A reliable ranged weapon, dealing 1D8 damage; six-shot capacity before needing to reload.

## **Hunting Rifle**

Effect: A powerful long-range weapon, dealing 2D6 damage; grants a +2 bonus to Dexterity (DEX) checks when targeting enemies at a distance.

## **Brass Knuckles**

Effect: An improvised melee weapon, dealing 1D4 damage; provides a +1 bonus to Strength (STR) checks when performing unarmed combat or grappling.

## **Crossbow**

Effect: A silent ranged weapon, dealing 1D8 damage; grants a +1 bonus to Dexterity (DEX) checks when attempting stealthy attacks.

## **Molotov Cocktail**

Effect: An improvised incendiary weapon, dealing 1D6 fire damage in an area of effect; can set flammable materials alight and create temporary barriers.

## **Sledgehammer**

Effect: A heavy melee weapon, dealing 2D6 damage; grants a +2 bonus to Strength (STR) checks when breaking through barriers or demolishing structures.

# Traits

## **Brave**

Effect: Grants a +2 bonus to Willpower (WIL) checks when resisting fear or intimidation.

## **Clumsy**

Effect: Applies a -2 penalty to Dexterity (DEX) checks when performing tasks requiring fine motor skills or balance.

## **Curious**

Effect: Grants a +2 bonus to Intelligence (INT) checks when investigating or searching for hidden information.

## **Easily Distracted**

Effect: Applies a -2 penalty to Willpower (WIL) checks when trying to maintain focus on a task or resist distractions.

## **Empathetic**

Effect: Grants a +2 bonus to Willpower (WIL) checks when understanding or connecting with others' emotions.

## **Hot-Headed**

Effect: Applies a -2 penalty to Willpower (WIL) checks when trying to remain calm or resist impulsive actions.

## **Insomniac**

Effect: Applies a -1 penalty to all attributes when suffering from sleep deprivation.

## **Keen Senses**

Effect: Grants a +2 bonus to Dexterity (DEX) checks when relying on sight, hearing, or smell.

## Traits (cont)

### **Lucky**

Effect: Once per game session, the player may reroll a single dice roll and choose the better result.

### **Night Owl**

Effect: Grants a +2 bonus to all attributes when performing tasks at night or in low-light conditions.

### **Nervous**

Effect: Applies a -2 penalty to Willpower (WIL) checks when attempting to remain calm or resist stress.

### **Observant**

Effect: Grants a +2 bonus to Intelligence (INT) checks when noticing details, spotting hidden clues, or reading people.

### **Quick Reflexes**

Effect: Grants a +2 bonus to Dexterity (DEX) checks when reacting to surprise or avoiding danger.

### **Reckless**

Effect: Applies a -2 penalty to Intelligence (INT) checks when assessing risks or making careful decisions.

### **Resilient**

Effect: Grants a +2 bonus to Strength (STR) checks when resisting physical damage or enduring hardships.

### **Skeptical**

Effect: Applies a -2 penalty to Willpower (WIL) checks when attempting to believe or accept supernatural phenomena.

# Tide of Terror



# Tide of Terror

Setting: Littlehampton, West Sussex, 1980s

The peaceful coastal town of Littlehampton, West Sussex, has recently been plagued by a series of grisly attacks. Locals have been found mutilated, with large claw marks as the only clue to the identity of the perpetrator. The frequency of the attacks has increased, and panic has begun to spread through the town. Rumors are swirling about the possible cause, with some suggesting that the attacks are the result of a strange cult or an escaped animal from a nearby research facility. But as the characters begin their investigation, they'll soon discover that the truth is far more horrifying than they could have imagined.

## **Scene 1:** Gathering Information

The characters arrive in Littlehampton and start gathering information about the attacks. They can speak with local residents, law enforcement, and other relevant NPCs. Through their investigation, they learn about the large claw marks found at the scene of each attack and strange sightings near the shoreline.

## **Scene 2:** A Grisly Discovery

While exploring the beach at night, the characters stumble upon a grisly scene: the remains of a recent attack. As they examine the area, they hear the sound of something approaching from the water. They spot a group of massive, monstrous crabs emerging from the waves, their eyes gleaming with a sinister intelligence.

## **Scene 3:** Defending the Town

The characters must defend the town from the onslaught of giant crabs. They can choose to confront the crabs directly or devise a strategy to protect the citizens and drive the creatures back into the sea. The characters may need to work together and use their unique abilities to overcome the powerful adversaries.

# Tide of Terror

## **Scene 4:** Uncovering the Source

With the immediate threat dealt with, the characters must now determine the source of the crab infestation. Their investigation leads them to a nearby abandoned research facility, where they discover that the crabs are the result of illegal experiments and toxic waste dumping.

## **Scene 5:** Putting an End to the Horror

The characters must put an end to the source of the crab mutations by destroying the facility and any remaining experimental materials. They might also need to confront the mastermind behind the experiments, who has become a twisted and dangerous individual.

As they set the charges to destroy the facility, the characters must face one final challenge: the largest and most ferocious crab they've encountered yet. This climactic battle will test the characters' resolve and teamwork, as they work together to vanquish the monstrous threat and put an end to the tide of terror.

## **Aftermath:**

With the facility destroyed and the source of the mutations eliminated, the characters have saved Littlehampton from the nightmare of the giant crabs. They return to the town as heroes, their names forever linked with the bizarre and terrifying events that took place in this sleepy coastal town. The characters leave Littlehampton, knowing that the world is filled with more horrors waiting to be confronted.

## Tide of Terror : NPCs

### **Police Office Abigail Foster**

Profession: Local Law Enforcement

Attributes:

Strength (STR): 9

Dexterity (DEX): 10

Intelligence (INT): 11

Willpower (WIL): 12

Description: Sheriff Abigail Foster is a no-nonsense law enforcement officer who has lived in Littlehampton her entire life. She's determined to protect her town from the crab attacks, but she's also wary of the characters, unsure of their true intentions. She can provide information on the attacks and may be persuaded to work alongside the characters if they gain her trust.

### **Dr. Lawrence Hammond**

Profession: Marine Biologist

Attributes:

Strength (STR): 7

Dexterity (DEX): 8

Intelligence (INT): 12

Willpower (WIL): 10

Description: Dr. Lawrence Hammond is a local marine biologist who has been studying the crab attacks and trying to understand their origin. He can provide the characters with valuable insight into the biology and behavior of the crabs. Dr. Hammond may also have suspicions about the nearby abandoned research facility and its connection to the monstrous crabs.

## Tide of Terror : NPCs

### **Mabel Thompson**

Profession: Local Fisherman

Attributes:

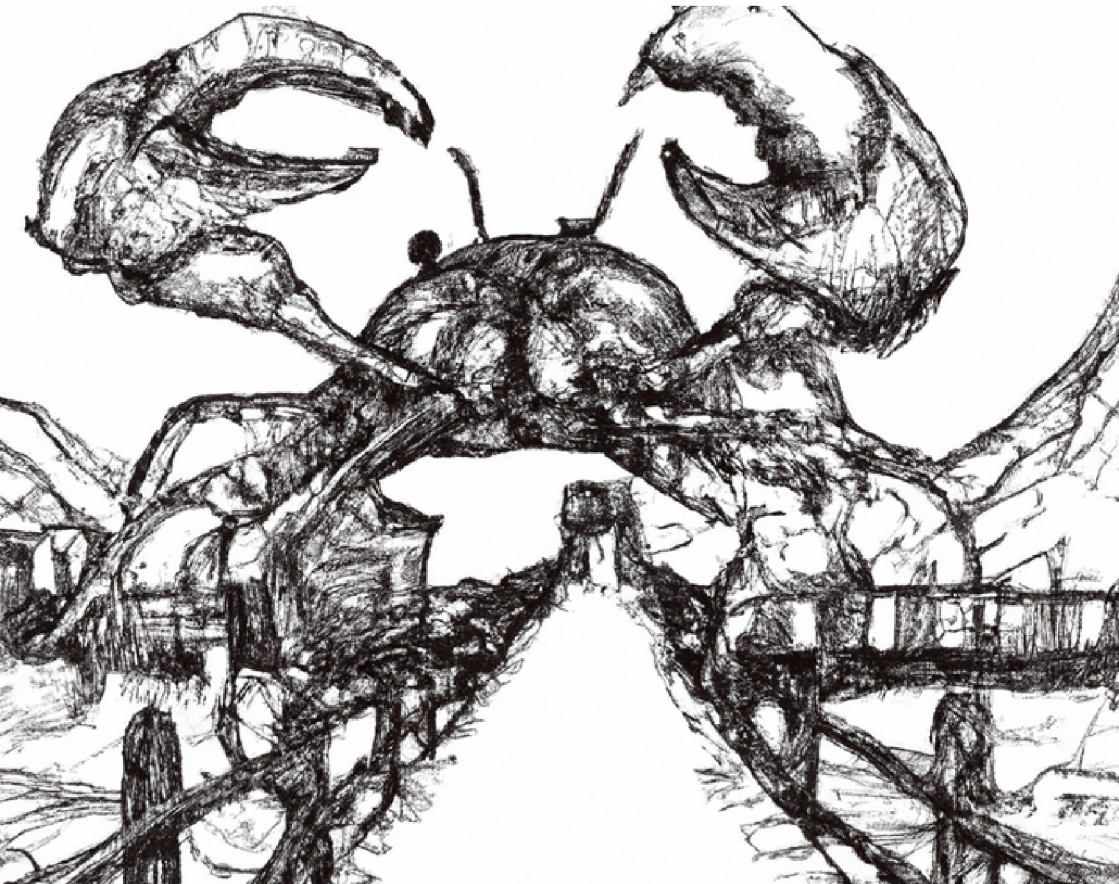
Strength (STR): 11

Dexterity (DEX): 9

Intelligence (INT): 8

Willpower (WIL): 10

Description: Mabel Thompson is a grizzled fisherman who has spent most of her life on the waters around Littlehampton. She has witnessed the crabs firsthand and can provide the characters with information on their movements and possible weaknesses. Mabel might also be able to help the characters obtain supplies or transportation for their investigation.





# Tide of Terror : Monsters

## Alpha Crab

Size: 6 meters in diameter Strength: 18 Dexterity: 7 Intelligence: 4 Willpower: 10  
Health Pool (HP): 40 Defense: 12 Attack: Crushing Claw (3D6 + STR)

Fear TN: 14

Description: The Alpha Crab is the largest and most dangerous of the monstrous crabs terrorizing Littlehampton. This behemoth crustacean is the result of the twisted experiments conducted at the abandoned research facility. Its hardened shell provides additional protection, and its powerful claws can smash through almost anything. The Alpha Crab is a fearsome opponent that will require the characters to work together and use their wits to defeat it.

## Monstrous Crabs (Minions)

Size: 3-5 meters in diameter Strength: 14 Dexterity: 6 Intelligence: 2 Willpower: 8  
Health Pool (HP): 28 Defense: 10 Attack: Claw Snap (2D6 + STR)

Fear TN: 10

Description: The monstrous crabs are the main adversaries throughout the scenario. These massive crustaceans are the result of the illegal experiments and toxic waste dumping at the abandoned research facility. They have been attacking the town of Littlehampton, leaving destruction in their wake. These crabs can be used as a continuous threat to the characters and the town as the scenario progresses.



# The Hive Mind



# The Hive Mind

Setting: Wiltshire, UK, 1980s

## **Introduction:**

In the picturesque county of Wiltshire, a terrifying phenomenon has been observed: swarms of giant wasps have begun to display a frightening level of intelligence and aggression. These insects have been abducting humans, stealing valuable resources, and wreaking havoc throughout the countryside. The characters are tasked with investigating the source of this sudden change and stopping the wasps before they can take over the entire country.

## **Scene 1: Investigating the Wasps**

The characters arrive in Wiltshire and begin investigating the strange behavior of the wasps. They can speak with local residents, consult with experts, and explore the areas where the wasps have been seen. Through their investigation, they learn that the wasps have established a massive hive in a remote location and are being controlled by a powerful hive mind.

## **Scene 2: Entering the Hive**

The characters must locate and infiltrate the wasps' hive. This will require careful planning and stealth, as the hive is heavily guarded by swarms of aggressive wasps. Inside the hive, the characters will discover an eerie, otherworldly environment filled with strange technology and grotesque biological structures.

## **Scene 3: Confronting the Hive Mind**

Deep within the hive, the characters will encounter the source of the wasps' intelligence: a massive, alien queen wasp. This creature is not only the leader of the swarm but also the conduit for the hive mind. The queen wasp communicates with the characters telepathically, revealing her plan to conquer the planet and convert its resources into a sprawling wasp empire.

# The Hive Mind

## **Scene 4:** Battling the Queen

To stop the wasps and save humanity, the characters must confront and defeat the queen wasp. This will be a challenging battle, as the queen is incredibly powerful and can command her swarm to defend her. The characters will need to use their unique abilities and work together to bring down the queen and sever her control over the hive mind.

## **Scene 5:** Destroying the Hive

With the queen defeated, the characters must destroy the hive to prevent the wasps from regrouping and continuing their campaign of conquest. This will involve locating and sabotaging the hive's core, a vital structure that sustains the entire colony. As the hive begins to collapse around them, the characters must race against time to escape before they are consumed by the destruction.

## **Aftermath:**

Having destroyed the hive and defeated the queen, the characters have saved Wiltshire and prevented the wasps from taking over the country. Their heroic actions will be remembered by the people they've saved, and the characters will continue to seek out and confront the strange and terrifying phenomena lurking in the world.



# The Hive Mind NCPs

## **Dr. Eleanor Hartwell**

Profession: Entomologist Attributes:

Strength (STR): 6

Dexterity (DEX): 8

Intelligence (INT): 12

Willpower (WIL): 9

Description: Dr. Eleanor Hartwell is an entomologist who has been studying the wasps and their behavior. She can provide the characters with valuable information about the wasps' biology, their weaknesses, and the possible reasons for their sudden increase in intelligence.

## **Charlie "Buzz" Palmer**

Profession: Local Beekeeper Attributes:

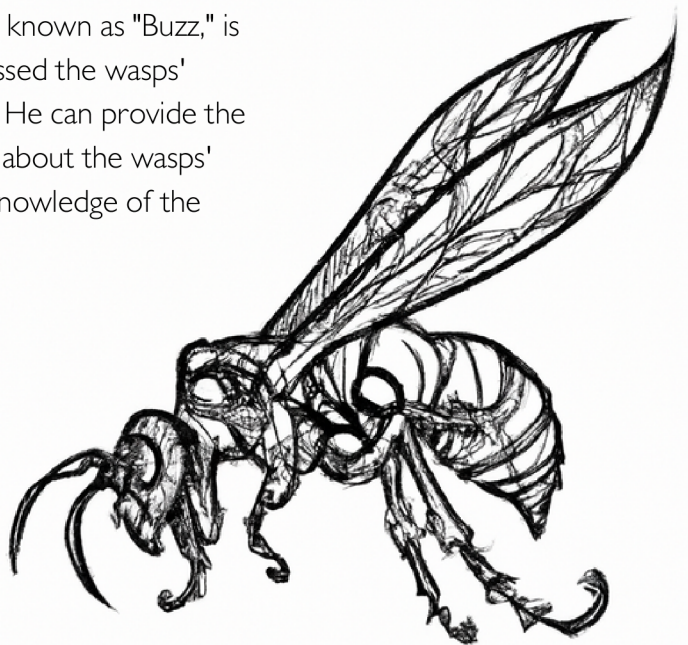
Strength (STR): 10

Dexterity (DEX): 9

Intelligence (INT): 8

Willpower (WIL): 11

Description: Charlie Palmer, known as "Buzz," is a beekeeper who has witnessed the wasps' terrifying activities firsthand. He can provide the characters with information about the wasps' movements and may have knowledge of the location of the hive



# The Hive Mind Monsters

## Worker Wasps

Role: Scouts and defenders of the hive

STR: 8 DEX: 16 INT: 4 (Hive Mind) WIL: 10

Abilities:

Flight: The worker wasps can fly, allowing them to move quickly and avoid obstacles.

Sting: The worker wasps can deliver a painful sting, dealing 1d6 damage and potentially causing an allergic reaction.

## Soldier Wasps

Role: The primary warriors of the hive

STR: 12 DEX: 14 INT: 4 (Hive Mind) WIL: 12

Abilities:

Flight: The soldier wasps can fly, allowing them to move quickly and avoid obstacles.

Powerful Sting: The soldier wasps have a more potent sting than their worker counterparts, dealing 2d6 damage and a higher chance of causing an allergic reaction.

Armored Exoskeleton: The soldier wasps have a tough exoskeleton that provides them with a +2 bonus to their defense against physical attacks.



# The Hive Mind Monsters

## Queen Wasp

Role: The leader and controller of the hive

STR: 14 DEX: 10 INT: 12 (Hive Mind) WIL: 18

Abilities:

Flight: The queen wasp can fly, though she is slower and less agile than the other wasps due to her size.

Hive Mind Control: The queen wasp has the ability to control the entire hive through a psychic connection, allowing her to direct their actions and share her knowledge.

Regal Sting: The queen wasp's sting is the most potent of all, dealing 3d6 damage and an even higher chance of causing an allergic reaction.

Spawn: The queen wasp can lay eggs that quickly hatch into new wasps, allowing her to replenish the hive's numbers during combat.



The image is a black and white illustration of a forest. The trees are depicted with dark, gnarled trunks and intricate, bare branches that reach upwards and outwards. The style is reminiscent of a woodcut or a detailed line drawing. The background is a plain, bright white, which makes the dark silhouettes of the trees stand out prominently. The overall mood is quiet and somewhat somber, fitting the title 'The Whispering Woods'.

# The Whispering Woods



# The Whispering Woods

Setting: 1970s Scotland, a dense woodland

## **Introduction:**

In a remote woodland in 1970s Scotland, strange and disturbing events have been occurring. People have gone missing, eerie whispers have been heard echoing through the trees, and locals have reported sightings of supernatural creatures. The characters are drawn to investigate these occurrences, whether by chance or through a deliberate investigation. As they delve deeper into the woods, they uncover the terrible truth: a lurking horror is slowly awakening, and it threatens to unleash unimaginable destruction upon the world.

## **Scene 1:** Encounters in the Woods

As the characters explore the woods, they encounter various woodland spirits and supernatural creatures. Some are benign or even helpful, offering cryptic guidance or warnings. Others are hostile, attacking the characters or trying to lead them astray. The characters must navigate these encounters and learn to discern friend from foe.

## **Scene 2:** Unraveling the Mystery

As the characters continue their investigation, they discover an ancient stone circle at the heart of the woods. The spirits and supernatural creatures seem to be drawn to this location, hinting at its importance. The characters must decipher the enigmatic inscriptions carved into the stones and learn the history of the lurking horror.

## **Scene 3:** Confronting the Horror

Through their investigations, the characters learn that the lurking horror is an ancient, malevolent entity that has been imprisoned within the woods for centuries. However, its power has been slowly growing, and it now threatens to break free from its bonds. The characters must confront the horror and find a way to prevent its escape.

# The Whispering Woods

## Scene 4: Battling the Woodland Spirits

In order to stop the lurking horror, the characters must also face the woodland spirits that have been corrupted by its influence. These spirits have become twisted and malevolent, serving as guardians for the ancient evil. The characters must fight their way through these powerful adversaries to reach the heart of the woods and confront the horror.

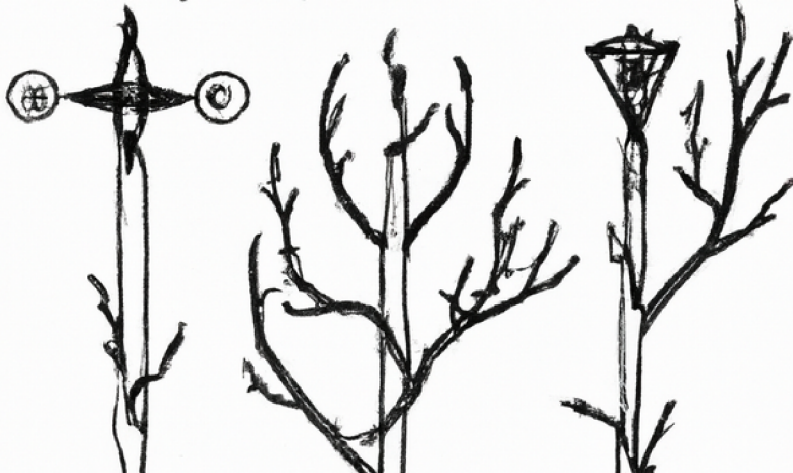
## Scene 5: Sealing the Horror

With the corrupted spirits defeated, the characters must perform a ritual to strengthen the bonds that imprison the lurking horror. This ritual will require the characters to work together, using their unique abilities and knowledge to ensure its success. As they perform the ritual, they will be assaulted by the last vestiges of the horror's power, forcing them to withstand its mental and physical attacks.

## Aftermath:

With the ritual complete, the lurking horror is once again bound within the woods, its power diminished. The remaining woodland spirits, now free from its corrupting influence, return to their peaceful existence. The characters leave the woods knowing that they have averted a terrible catastrophe, and that their actions will be remembered by the spirits that inhabit the ancient forest.

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# The Whispering Woods NCPs

## Fiona MacLeod

Profession: Local Historian Attributes:

- Strength (STR): 7
- Dexterity (DEX): 8
- Intelligence (INT): 12
- Willpower (WIL): 10

Description: Fiona MacLeod is a local historian with extensive knowledge of the region's folklore and legends. She can provide the characters with valuable information about the woodland spirits and the history of the lurking horror, as well as guidance on how to navigate the woods.

## Ewan Campbell

Profession: Woodsman Attributes:

- Strength (STR): 11
- Dexterity (DEX): 10
- Intelligence (INT): 8
- Willpower (WIL): 9

Description: Ewan Campbell is a seasoned woodsman who has lived on the edge of the forest his entire life. He is familiar with the woods and can provide the characters with practical advice on how to survive and navigate the dangerous terrain.



# The Whispering Woods NCPs

## **Aislinn, The Enigmatic Spirit**

Profession: Woodland Spirit Attributes:

- Strength (STR): 9
- Dexterity (DEX): 12
- Intelligence (INT): 11
- Willpower (WIL): 10

Description: Aislinn is an enigmatic woodland spirit who has not been corrupted by the lurking horror. She can provide the characters with cryptic hints and guidance as they navigate the woods. Aislinn may appear and disappear at unexpected moments, but her intentions are ultimately aligned with those of the characters in stopping the lurking horror.

These NPCs can be incorporated into The Whispering Woods scenario, providing the characters with valuable information, assistance, and potential allies. Adapt their attributes and abilities as needed to fit the needs of your story and the challenge level desired for your players.



# The Whispering Woods Monsters

## **Corrupted Woodland Spirit**

Size: Medium Strength: 9 Dexterity: 11 Intelligence: 10 Willpower: 8 Health Pool (HP): 25 Defense: 12 Attack: Entangling Vines (1D6 + DEX, restraining effect) Fear TN: 9

Description: These once-benevolent woodland spirits have been twisted and corrupted by the lurking horror's influence. They now serve as guardians for the ancient evil, attacking any who venture too close. Their attacks often involve manipulating the natural environment, such as using vines to entangle and immobilize their foes.

## **Enraged Forest Beast**

Size: Large Strength: 13 Dexterity: 8 Intelligence: 4 Willpower: 10 Health Pool (HP): 35 Defense: 10 Attack: Crushing Maul (2D6 + STR) Fear TN: 11

Description: The lurking horror's presence has driven the forest's natural fauna to aggression and madness. Enraged forest beasts are powerful, territorial creatures that will attack anything they perceive as a threat. These formidable adversaries can be encountered throughout the woods, providing an ongoing challenge for the characters.

## **Shadow Wisp**

Size: Small Strength: 5 Dexterity: 14 Intelligence: 6 Willpower: 7 Health Pool (HP): 15 Defense: 14 Attack: Draining Touch (1D6, drains 1 point of STR or DEX from target) Fear TN: 8

Description: Shadow Wisps are malevolent spirits that have been drawn to the woods by the lurking horror's power. They are elusive and difficult to hit, often preferring to harass and weaken their foes from the shadows. Shadow Wisps can be particularly dangerous when encountered in groups, as their draining touch can quickly wear down even the strongest of characters.

# The Whispering Woods Monsters

## The Lurking Horror

Size: Huge Strength: 16 Dexterity: 6 Intelligence: 14 Willpower: 18 Health Pool (HP): 60 Defense: 8 Attack: Eldritch Blast (3D6 + INT, area effect) Fear TN: 16

Description: The lurking horror is an ancient, malevolent entity that has been imprisoned within the woods for centuries. Its power has been growing, and it now seeks to break free and unleash destruction upon the world. The lurking horror is a formidable opponent, capable of devastating attacks and potent defenses. Its fearsome presence alone can strike terror into the hearts of even the bravest characters.



# Character Sheet

**Name:**

**Description:**

**Attributes:**

Strength (STR):

Dexterity (DEX):

Intelligence (INT):

Willpower (WIL):

Health Pool (HP):

Experience Points(XP):

**Profession:**

**Traits:**

**Personal Item:**



# BIG GIANT CRABS

and other horrors

An AI generated RPG  
Inspired by Guy N. Smith,  
James Herbert, Keith Roberts,  
Shaun Hutson and others

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