

THE CREATURE OF MURKY COUNTY RPG

This game requires a six-sided die, a pencil, and this character sheet.

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| PHYSICAL: | (Roll a die for the amount of Physical the Character begins with) |
| MENTAL: | (Roll a die for the amount of Mental the Character begins with) |
| SPIRITUAL: | (Roll a die for the amount of Spiritual the Character begins with) |
| CLASS: | (Roll a die: 1 or 2 = Hunter, 3 or 4 = Professor, 5 or 6 = Alienist) |
| STATUS: | (Write 'Wounded', 'Traumatized', or 'Horrified' when denoted) |

The game takes place in a series of turns. Each turn, roll a die for which area of Murky County is searched by the Character: 1 or 2 = The Town Of Murky, 3 = Lone Stretch Of Road, 4 = Desolate Farmhouse, 5 or 6 = Murky Creek. The Town Of Murky: Roll a die for which part of town is searched by the Character: 1 = Local Library, 2 = General Store, 3 = Police Station, 4 = Doctor's Office, 5 = Post Office, 6 = Old Church.

Local Library: If a Professor, roll a die. If the amount rolled is less than the Character's Mental, increase the Character's Physical, Mental, or Spiritual by 1.

General Store: If a Hunter, roll a die. If the amount rolled is less than the Character's Physical, increase the Character's Physical, Mental, or Spiritual by 1.

Police Station: If the Character is Wounded, search the Doctor's Office instead. Otherwise, roll a die: 1 = Search The Town Of Murky instead, 2 or 3 = Search Lone Stretch Of Road instead, 4 or 5 = Search Desolate Farmhouse instead, 6 = Search Old Man Crenshaw's Place instead.

Doctor's Office: The Character stops being Wounded and/or Traumatized if so.

Post Office: Roll a die each time the Post Office is searched after the first time. If the die roll is 6, the Character will increase their Physical by 2 if a Hunter, increase their Mental by 2 if a Professor, or increase their Spiritual by 2 if an Alienist. Once a 6 is rolled, a die will no longer be rolled when searching the Post Office for the rest of the game.

Old Church: The Character stops being Traumatized and/or Horrified if so. If an Alienist, roll a die. If the amount rolled is less than the Character's Spiritual, increase the Character's Physical, Mental, or Spiritual by 1.

Lone Stretch Of Road: Roll a die. If the die roll is 5 or 6, it is night. Otherwise, it is day. Roll a die again. If the die roll is 6, the Creature is encountered if it is night or the Character is Traumatized if it is day. If the die roll is 1, roll a die again. If that die roll is less than the Character's Mental, increase the Character's Physical, Mental, or Spiritual by 1.

Desolate Farmhouse: Roll a die. If the die roll is 1 or 2, it is day. Otherwise, it is night. Roll a die again. If the die roll is 6, the Creature is encountered if it is day or the Character is Horrified if it is night. If the die roll is 1, roll a die again. If that die roll is less than the Character's Spiritual, increase the Character's Physical, Mental, or Spiritual by 1.

Murky Creek: Roll a die for which part of the Murky Creek wilderness is searched by the Character: 1 or 2 = Murky Creek Swamplands, 3 or 4 = The River Bottoms, 5 = Old Man Crenshaw's Place, 6 = The Creature's Den

Murky Creek Swamplands: The Character may choose to camp here overnight. If so, roll a die. If the die roll is 6, the Creature is encountered. If the die roll is 1, increase the Character's Physical, Mental, or Spiritual by 1.

The River Bottoms: Roll a die. If the die roll is 6, the Creature is encountered. If the die roll is 1, roll a die again. If that die roll is less than the Character's Physical, increase the Character's Physical, Mental, or Spiritual by 1.

Old Man Crenshaw's Place: Roll a die. If the die roll is 1, the Character is Wounded unless the Character searched here due to the Police Station. If the die roll is 6, search The Creature's Den instead. If the die roll is 3 or 4, increase the Character's Physical, Mental, and Spiritual by 1, unless the Character previously rolled a 3 or 4 while searching Old Man Crenshaw's Place this game, in which case no such increase occurs again for the rest of the game.

The Creature's Den: Roll a die. If the die roll is 1 or 6, the Creature is encountered.

If the Creature is encountered, a Conflict ensues. When a Conflict occurs, roll a die and add the Character's Physical to the amount rolled. If the result is less than 11, the Character is Wounded; if the result is more than 11, the Creature is Beaten. Next, roll a die and add the Character's Mental to the amount rolled. If the result is less than 11, the Character is Traumatized; if the result is more than 11, the Creature is Outsmarted. Finally, roll a die and add the Character's Spiritual to the amount rolled. If the result is less than 11, the Character is Horrified; if the result is more than 11, the Creature is Dominated. If the result of the die roll plus the Character's Physical, Mental, or Spiritual is ever equal to 11 in a Conflict, the Conflict ends as soon as a result of 11 occurs. If the Character is Wounded, Traumatized, and Horrified in the Conflict (all three), the game ends in defeat. If the Creature is Beaten, Outsmarted, and Dominated in the Conflict (all three), the game ends in victory. Otherwise, the Conflict ends. The Character will remain Wounded, Traumatized, or Horrified after the Conflict until denoted otherwise; The Creature will not remain Beaten, Outsmarted, or Dominated after the Conflict. If the Character is Wounded again while still Wounded, Traumatized again while still Traumatized, or Horrified again while still Horrified, the game ends in defeat.

Once an area is searched and/or the Creature is encountered, the turn ends and a new turn begins.