

THERE REALLY IS A MONSTER UNDER YOUR BED

# The Bugbear



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WE MAY ONLY PRAY THAT YOUR FEAR IS ALL IT WANTS

*O our father which art in heaven,*

*hallowed be thy name;*

*let thy kingdom come;*

Oh, God... It's here again...

*thy will be fulfilled*

*as well in earth as it is in heaven;*

Please, lord, I can hear it breathing...

*give us this day our daily bread;*

Why must it come..?

*and forgive us our trespasses,*

*even as we forgive them which trespasses us;*

I have no trespasses... Why then doth it torment me?

*lead us not into temptation,*

*but deliver us from evil.*

Please go away... I beg of you... I am no sinner... Prithee, see how I give prayer...

*For thine is the kingdom and the power,*

*and the glory for ever.*

*Amen.*

Please! Blessed be to God, but I pray thee rid me of this beast beneath my bed. Let me sleep!

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Physically slender and no larger than the average man, Bugbears used to be found in the dark and dank reaches of old woodlands. They would feed upon the spiritual emanations (what wizards would call “species”) created by the fears and worries of humans who strayed from the path and became lost. But as mankind built more elaborate settlements, the bugbears migrated with them. Their victims would spread fear of them, reporting how they only just managed to escape the bugbear in the forest.

People now encounter them all the time without even knowing it. They hear their footsteps behind them when they need to go into the dusty loft, they spot their shadows in the lonely dark alley, and they feel their presence beneath their bed at night. And the bugbears feed...

They are an ancient race and mankind has told stories of them for centuries. Their name evokes both their scurrying and hiding in the dark and their furry hide, but it is sometimes corrupted to “bugaboo”... a twee name for so frightening a creature.

With their ability to melt into the shadows, they can hide from their chosen victim for many months, sustaining itself on magical humors and vapors given off by the victim's fear and self-doubt. Despite its fearsome appearance, a bugbear never attacks physically, but when the spell is broken and the bugbear itself is threatened it tries to make its escape.

Normally solitary, bugbears may sometimes come together, attracted by the thrill of the strong-willed, and their powers combine to induce self-doubt. They quietly snort and clack to each other but always clothe themselves in invisibility whenever their victim tries to search for them.

Those knowing a little lore about bugbears, Lore: Overcome vs. Fair (+2), may know that the light shed from a green candle illuminates the creatures regardless of where they are in the room or whether they are using their powers to hide themselves.

## Plot Hooks

### The Playwright

A famous London playwright, days from putting on his latest masterpiece, has seemingly burned his manuscript in a fit of madness. He calls for ever more candles and lanterns to light his chambers, from which he refuses to leave. Afraid for his friend, and concerned for the amount of money he should lose, Philip Henslowe of the Rose Playhouse calls for wizards of note to investigate. Can the wizards free the writer of his bugbears, help him reconstruct the manuscript, direct the cast in their lines, and make sure the show goes on?

### What strange energies are these?

How does a bugbear feed? It seems to have no normal stomach, no means to pass waste, little use for food at all. So how then does it gain sustenance from the living? Such are the questions a wealthy wizard asks and in so doing he offers a reward for one of the beasts to be captured and brought to him. Instructed by their patron, how can the wizards even locate a bugbear, let alone capture one for study?

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# Bugbear

## ASPECTS

High Concept: *The Bogeyman Under the Bed  
Terrifying ... Until Confronted  
Exposed by the Light of a Green Candle*

## SKILLS

**Good (+3):** Burglary, Stealth, Will

**Fair (+2):** Perception

**Average (+1):** Athletics

## SPELLS

- Good (+3) *Vanish Into Mist*. Similar to *Ring of Invisibility* (*Magonomia* core rules p. 222) but it costs a Fate Point to activate, and the bugbear can only activate it when no one is looking at it.
- Great (+4) *The Growing Dread*. Mental Attack vs. Will. The bugbear can attack multiple opponents provided all of them can all see or hear the bugbear. Divide the Effort evenly among the targets and have them each Defend separately. The victim may take Consequences such **as *Jumping at Shadows, I Can't Stay Here, or Shaken to their Core***. A successful attack is sufficient to feed the bugbear for a day. A character Taken Out by a bugbear's *Growing Dread* may lose all faith in their abilities, they may try to leave intending never to return, they may take to their chamber and there succumb to a darkness.
- Great (+4) *Gnawing Fear*. The bugbear can create a situational Aspect, ***Gnawing Fear***, on the scene. This is a Create an Advantage Action using Great (+4) skill vs. Will (that is, the opponent can Defend using Will). If there's more than one mortal or more than one bugbear in the scene, use the Teamwork rules to combine skills when resolving this spell (*Magonomia* core rules p. 85).

## EQUIPMENT

Tough, furry hide; Armor: 1

## STRESS

Physical:

Mental:

## CONSEQUENCES

**Mild:**

**Moderate:**

## ROLEPLAYING NOTES

Bugbears' goals are either to feed on fear, or to defend their hunting grounds from meddling humans. They prefer to begin an encounter by turning invisible and probing for weakness. Their best move is to cast *Gnawing Fear* first, then (remaining invisible) follow up with *The Growing Dread*. When feeding, they try to break off their attack before their victim is Taken Out so they can return another day to feed again. When defending their hunting grounds, they aggressively focus attacks on one opponent at a time. Bugbears are ineffective in physical combat and have been known to flee from unarmed children when confronted.

# Credits

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# About

This is a promotional preview of Shewstone Publishing's upcoming book, *A Bestiary of Enchanted England*, which is crowdfunding on Kickstarter through November 24, 2022 and scheduled for general release in summer 2023.

The finished book will have a different page size: 6"x9" (US trade size) rather than 8.5"x11". Some rules and text may be changed due to playtesting and editing between now and the final release.

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