

BOOZIES – ARC 5

DESCRIPTION: A small, 5-inch creature with a big head, tiny sharp teeth, wearing clothes that look like they're made out of black leaves. Small wings will sprout if it feels threatened. Invisible unless the viewer is drunk. Usually show up in packs of 20-30.

MONSTER TYPE AND MOTIVATION: Trickster (motivation: to create chaos)

SUPERNATURAL POWERS:

- Induces rage in all who can see it. Hunters must make a Cool roll. The effects last for 12 hours.
 - On a miss, the hunter is immediately enraged and drawn to attacking the closest person.
 - On a mixed success, the hunter is influenced by the rage and takes -1 to future cool and sharp rolls.
 - On a full success, nothing happens.

ATTACKS:

- Scratch: 1 harm
- Bite: 2 harm
- Swarm: A bunch of the little buggers tackles the hunter and starts biting. 3-4 harm

ARMOR: None.

HOW MUCH HARM WILL KILL IT: 4

WEAKNESSES:

- Very attracted to alcohol.

COUNTDOWN:

- Day: There is a bar fight at a bar called the Salty Seagull.
- Shadows: A bunch of drunk fisherman start attacking tourists with their poles and a knife.
- Sunset: A bunch of drunk college students at a beach party get rowdy and start beating each other up. It turns into a blood bath the hunters are called into.
- Dusk: During a holiday parade, a bunch of drunk watchers storm the barriers and knock over one of the floats, causing a backup.
- Nightfall: A riot starts in the middle of town.

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- **Midnight:** Several people end up in the hospital in critical condition after being trampled.