

MINI MONSTER MAYHEM

You're a monster. The kind that lurks under beds, or in closets, that sort. Pretty low on the monster pecking order, but you're cool with it. You got a nice house and an unfortunate kid or two to torment...what more could you want? Someone just has to be the GM (Game Monster) who will run things. Figure that out, then off you go!

Make your monster!

First, you roll to see what **type** of monster you are. The words in parentheses beside each type that is what general magical abilities each type has. Bed Monsters might could animate a toy for a few moments. Closet monsters can slam doors. There are endless things you can do, but keep in mind, they are minor things. Minor.

- 1- Bed Monster (theft, toys)
- 2- Closet Monster (doors, clothes)
- 3- Attic Monster (dust, sounds)
- 4- Basement Monster (lights, damp)
- 5- Laundry Monster (socks, appliances)
- 6- Wild Card (pick one of the above, or make up your own!)

What is your predominate **feature**? Let's roll and find out! Are you known for your glowing red eyes? Maybe you have too many eyes? Maybe all you are is eyes? Whatever it is, this is what humans notice first. And if it makes sense, and the GM agrees, you can roll two dice and take the highest when you use your feature in a test.

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| 1- Tentacles | 4- Eyes |
| 2- Sharp Pointy Teeth | 5- Claws |
| 3- Shadow | 6- Wings |

Pick something people are scared of to be your **fear power**. Sharks? Dogs? Spiders? Heights? You can roll two dice and take the highest if you use your fear power on a roll.

Pick a **magical ability**, but don't make it too strong. Maybe you can turn invisible (for a minute). Maybe you can levitate stuff (but only smaller stuff). How about being able to start small fires? Keep it simple, keep it smallish. You can spend a **fear point** to use this power.

Fear System

All monsters start with 5 **fear points**. You can spend these points to activate your **magical ability**. You can also spend a point to add or subtract one point to any dice roll (yours, another player, the GM, whoever). You regain fear points by scaring people. You get 1 point for an adult scare, or 2 for a child scare. If a monster ever runs out of fear points, he unimagines.

How you do things

Want to do a thing? Roll a d6. **Odd**, it succeeds. **Even**, it fails. The higher the number the better the success or worse the failure.

What happened? Why have things gone to shit?

- 1- Your family moved away! Bastards left you all behind! Time to hunt them down!
- 2- Your house has been destroyed! You need to find a new home before dawn!
- 3- Something has glitched the portals....you are in the wrong house!
- 4- Fuck me, someone actually listened to the kid. They've called in monster exterminators.
- 5- Your kid has grown up.
- 6- It's a holiday! Each holiday themed scare is worth double fear points, but no one can do the same scare twice! Most fear points at the end wins!

Monster rules:

- 1- You may never kill a human.
- 2- Kids under the covers are safe man.
- 3- Don't be seen by adults. If you are, lose a fear point.
- 4- Game ends at dawn, when you vanish.

Things to be aware of:

- 1- Pets, especially cats can see you easily
- 2- Kids imaginary friends? They aren't imaginary to you.