

INTRODUCTION

THEY FEED ON FEAR is a semi-cooperative, horror-themed, narrative tabletop roleplaying game (RPG). The players embody **Fear-Eaters**; eldritch interdimensional beings that feed on a form of human energy called **Essence**. A **Fear-Eater's** aim is to be the first to accumulate sufficient **Essence** to achieve its End Goal. One person assumes the role of the Provider (**game master**) and is in charge of describing the game's world, its inhabitants and their responses to player actions.

Unlike most **RPGs**, the Provider does not issue quests. Instead, players are the primary action initiators, determining their own path toward realizing their End Goal. Both players and the Provider participate in creating and introducing locations to a **Community**. **THEY FEED ON FEAR** is about creating each **Fear-Eater's** narrative, legend and Lore.

WARNING: BEFORE PROCEEDING

THEY FEED ON FEAR is a supernatural horror game that explores horror tropes. During the game, players will likely encounter themes of abduction, trauma and death.

Players are taking on the role of a monster, who disregards, and feeds on, human life. These monsters harm, murder, and victimize animals and people of all sorts, possibly including children. All players must discuss what topics are included and not included during a session. It is important that players respect this social contract. There are many, varied **RPG** safety tools available, pick one that works best for the group, and use it.

DISCLAIMER
Player's discretion is advised.

WHAT IS NEEDED?

The game requires **2-5** players with one player as the Provider.

Each player needs the following:

- Pencil(s).
- Paper.
- A twelve-sided die (**D12** for short).
- A completed character sheet (excluding the Provider).

DICE

Only a single **D12** for each player is necessary. Players use the die results two ways.

The most common use is a comparison against a **Target Number (TN)**. Whether the desired result is below or exceeds the **TN** is situational. Details are elaborated in the "CHALLENGES" section [pg. 18].

Other times players, including the Provider, generate a result from a numbered table; rolling dice and consulting the table for a result.



FEAR-EATERS

These beings came from elsewhere. Nothing concerning them is normal or natural. **Fear-Eaters** do not possess, collect or gain loot, gear, weapons or equipment of any kind during their exploits. Instead, they absorb emotional energy known as **Essence**. A **Fear-Eater's** goal is to collect, store, and **Drain** sufficient **Essence** to achieve its End Goal.

Fear-Eaters are supernatural and interdimensional beings that shapeshift, embodying their target's **Fears** at will. **Fear-Eaters** are typically solitary. However, on rare occasions, they cooperate, even hunting together in times of great necessity or opportunity. Groups of two (or more) **Fear-Eaters** are called a **Fright of Fear-Eaters**.

Fear-Eaters lack classes or skill trees. Mechanically they have **2** attribute scores, an **Essence Pool** and a list of actions and abilities. **Fear-Eaters** use these characteristics to manipulate their surroundings and victims. During a game, players may specialize their **Fear-Eaters** by gaining abilities and modifying attributes using experience as their **Fear-Eater's** mythos unfolds.

THE PROVIDER

The Provider is an unknowable and omniscient observer and creator of all things. The Provider assumes the role of the **Community** and its inhabitants, adjudicates the rules and decides how the Prey (Non-Player Characters or **NPCs**) react to the **Fear-Eater's** actions. The Provider does not need to have a story in mind to run the game, just the setting. Players control their interdimensional being's story. The Provider shoulders a great deal of responsibility being able to reward or withhold **Essence**.



CREATING A FEAR-EATER

Creating a **Fear-Eater** has 2 primary stages: Lore creation and applying Initial Values. Lore describes the **Fear-Eater's** past, present and intentions, while a **Fear-Eater's** Initial Values define its starting statistics which are identical for each **Fear-Eater**.

LORE

WHAT IS LORE?

Lore refers to a **Fear-Eater's** story thus far, its traits and background as established by its player. Although it lacks mechanical bearing, it provides depth and interest to the **Fear-Eater** and the game's narrative. The player decides on every trait in a **Fear-Eater's** Lore in any order that they wish. Once these are decided upon the player fills them in on their **Fear-Eater's** character sheet.

A **Fear-Eater's** Lore includes the following traits:

- Name.
- Elder True Name.
- Essence Type.
- End Goal.
- Physical Appearance.
- Portrait.
- Object of Power/Cursed Object.
- Lair.

LORE DESCRIPTIONS

Name: One of the most important and sometimes hardest features of a **Fear-Eater** to create is a name that defines and summarizes the character in a (few) word(s). A name should strike fear, reflecting the **Fear-Eater's** vile nature.

Elder True Name: A **Fear-Eater's** interdimensional name, completely foreign to this dimension and very nearly unpronounceable to the human tongue. Unbeknownst to this dimension's inhabitants, the knowledge of a **Fear-Eater's** Elder True Name grants power over it. As such, **Fear-Eaters** take great care to keep their Elder True Names secret, never voluntarily revealing it, outside extreme distress.

Essence Type: The **Fear-Eater's** preferred energy/resource to be **Drained** from its Prey and fed upon. **Essence** is accessed by manipulating its Prey's **Fears**. Sometimes, a **Fear-Eater** takes its Prey into its Lair to feed, slowly siphoning off their **Essence** by perpetually scaring them. Consuming and digesting **Essence** allows **Fear-Eaters** to grow, mutate and accumulate sufficient power to attain its End Goal.

End Goal: **Fear-Eaters** have a great variety of motives, but an End Goal is their truest ambition. It is why a **Fear-Eater** exists and **Drains** its Prey's **Essence**. Absorbing sufficient **Essence** achieves its End Goal—whatever that may be.

Physical Appearance: Although **Fear-Eaters** can shapeshift at a whim, they often adopt a preferred, unique appearance for terrorizing their human Prey. Much like a **Fear-Eater's** name, its preferred appearance should incite fear and reflect its vile nature. This is not the **Fear-Eater's** true form, the one it takes on in its dimension; the human mind cannot fathom or comprehend, let alone perceive, that form.

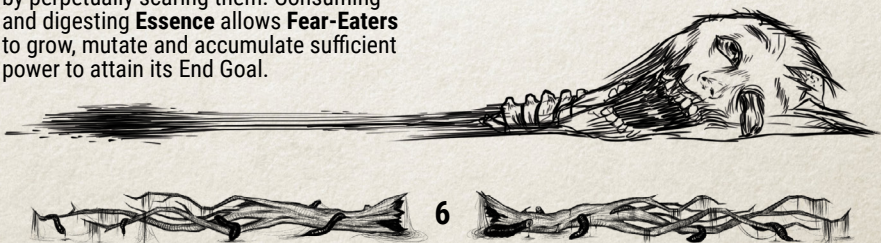
Portrait: Each player is encouraged to provide a visual representation of their **Fear-Eater** whether an actual image or representative symbol.

Object of Power: Each **Fear-Eater** possesses, and is attached to, an Object of Power or Cursed Object. This item connects the **Fear-Eater's** dimension with this reality. This item sprouts and spreads its roots into what eventually becomes the **Fear-Eater's** Lair. It is where the **Fear-Eater's** power resides and, if destroyed, so is the **Fear-Eater**. The only way to destroy an Object of Power is by draining all of its power. This power is the **Fear-Eater's** total **Essence** in its **Essence Pool**.

Lair: A dark, secret, abandoned location within the **Fear-Eater's** town, city or territory, a Lair houses its respective **Fear-Eater's** Object of Power. It is where a **Fear-Eater** rests, digests **Essence**, mutates and plans its next victim's demise.

RANDOM GENERATION TABLES

It is recommended players create their **Fear-Eater's** Lore on their own. However, if players have difficulty creating their **Fear-Eater's** Lore, *Appendix A* [pg. 64] has random tables to assist them.



REFINING LORE

Once players establish their **Fear-Eater's** Lore, they must share and discuss their choices with the Provider, further fleshing out their **Fear-Eater** and discovering if their Lore contains any potential issues or loopholes.

Some questions players should keep in mind are:

- How is the **Fear-Eater's** Object of Power displayed?
- How did the **Fear-Eater** come to exist in the **Community**?
- How long has the **Fear-Eater** been in the **Community**?
- How has the **Fear-Eater** avoided detection thus far?

The Provider needs to know this information before the campaign begins to prepare and determine where to locate each **Fear-Eater's** Lair within the **Community**.

INITIAL VALUES

Once a player has decided upon their **Fear-Eater's** Lore, the last step in creating a **Fear-Eater** is to record its Initial Values. There is no need to roll for statistics or distribute values.

These Initial Values are as follows:

- **Mind vs. Matter (MvM)** attribute of 0.
- **Physical vs. Ethereal (PvE)** attribute of 0.
- **20 Essence in Essence Pool.**
- An unfilled **Doom Clock (DC)**.

These values are sometimes abbreviated as a stat-line similar to this:

MvM/PvE	ESSENCE	DC
0/0	20	-

Players fill these values in the appropriate areas of their **Fear-Eater's** character sheet found at the back of this book next to an example of a completed sheet [pg. 90].



ATTRIBUTES

Fear-Eaters mechanically have 2 attributes, each composed of a pair of aspects: **Mind vs. Matter (MvM)** and **Physical vs. Ethereal (PvE)**. Each pair is a sliding scale, intrinsically tied together. Focusing on one aspect of the pair will neglect the other. Attributes are expressed as modifiers ranging from -2 to +2.



Some abilities may initially require mastery of an aspect to obtain. However, **Fear-Eaters** specialized in one aspect can still perform abilities and actions tied to the opposing aspect; it merely does so by facing appropriate challenges with the associated modifiers.

MIND VS. MATTER

The **Mind vs. Matter (MvM)** attribute, correlates with abilities using interdimensional energy to affect the environment and Prey—Humans may call it magic. **Fear-Eaters** do not care what it is called; they just use their power to do what they need.

The **Mind (MD)** aspect refers to a **Fear-Eater's** ability to manipulate the psyche: Prey's beliefs, understanding and perception. The **Mind** can locate, and directly affect the generation of, **Essence**.

The **Matter (MT)** aspect refers to a **Fear-Eater's** ability to use psychic forces which physically affect its environment, allowing it to alter the fabric of matter and move objects with little more than a thought.

PHYSICAL VS. ETHEREAL

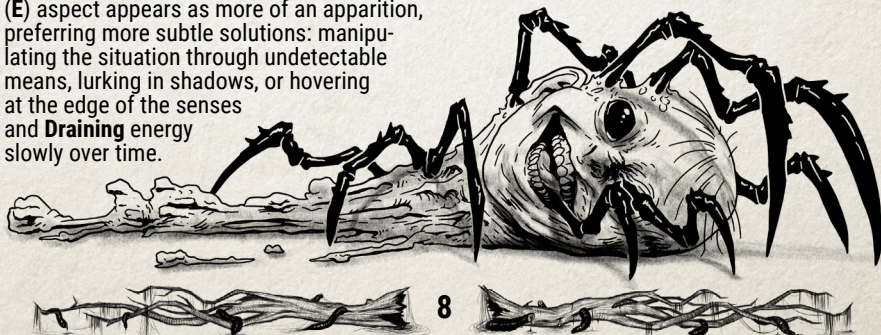
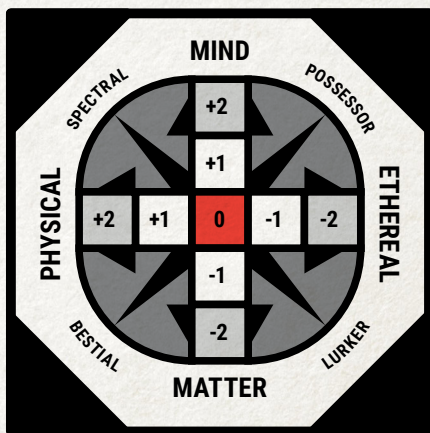
The **Physical vs. Ethereal (PvE)** attribute refers to a **Fear-Eater's** physical presence but also relates to their mindset.

A **Fear-Eater** specializing in the **Physical (P)** aspect has a more solid form. Such **Fear-Eaters** tend to be blunt, preferring confrontations and brute-forcing solutions. They often revel, gorging on their Prey's **Essence**.

A **Fear-Eater** specializing in the **Ethereal (E)** aspect appears as more of an apparition, preferring more subtle solutions: manipulating the situation through undetectable means, lurking in shadows, or hovering at the edge of the senses and **Draining** energy slowly over time.

ATTRIBUTE WHEEL

The **Attribute Wheel** is a useful diagram summarizing each attribute and their corresponding aspects. It gives a sliding scale of potential modifiers for each aspect pairing. Finally, it depicts terms players can use identifying their **Fear-Eater's** type, based on its aspect focus.



TYPES OF FEAR-EATERS

Fear-Eaters are malevolent and vile creatures whose motivations are only known to their kind. Their presence and goals in the material world are but a small part of their grander existence. On its journey to complete its goal, a **Fear-Eater** will express itself in a myriad of ways, shifting between the mastery of aspects as quickly as human moods may change. However, certain **Fear-Eater** states have similar features. As a **Fear-Eater** obtains its different masteries, it changes between these different '**Types**,' often adopting new feeding strategies or altering its behavior.

PROTEAN FEAR-EATERS

All **Fear-Eaters** begin their journey as a **Protean Fear-Eater** without specialization in a single aspect. Rather they pride themselves in their ability to equally tap into all aspects, adapting to any situation. **Protean Fear-Eaters** make choices on a whim with minimal planning or consistency.

SINGULARITIES

Singularities or *Pure-Aspect Fear-Eaters* are **Fear-Eaters** focused on a single aspect. They embody the mastered aspect, seeking to perfect its use during encounters.

Singularities see themselves as superior to all other **Fear-Eaters**, but are filled with hate by **Singularities** focused on a different aspect.

SPECTRAL FEAR-EATERS

Spectral Fear-Eaters lean toward **Physical** and **Mind** aspects. Typically manifesting in forms that better enable it to play cruel mind games with its Prey while also gaining an environmental advantage. Despite their physical form, **Spectral Fear-Eaters** seek mastery over their Prey's mental faculties, trapping them in illusions or altering their perception. They are the most likely **Fear-Eaters** to create a host of minions, forcibly establishing a sort of cult to lead.

BESTIAL FEAR-EATERS

Bestial Fear-Eaters lean toward **Physical** and **Matter** aspects. Having poured almost its entire being into the physical world, its appearance matches an unrivaled ability to assert its will upon physical matter. Most Prey mistake them for corporeal beings, assuming they are unnaturally strong humans or supernaturally altered animals. A **Bestial Fear-Eater's** preference for physical destruction extends beyond its ability to affect the environment; it leaves a trail of twisted bodies and gruesome scenes to further terrorize future potential Prey.

POSSESSOR FEAR-EATERS

Possessor Fear-Eaters lean toward **Mind** and **Ethereal** aspects. A **Possessor's** defining trait is its lack of a physical form. Even when appearing to its victims, its form remains illusory, lacking any tangible presence if confronted. The danger a **Possessor** presents to its Prey is its ability to influence actions. Either indirectly through threats of pain and horror or directly through possession and mind control. **Possessors** toy with their Prey, leading them into conflict with their closest allies, slowly leading them astray. These **Fear-Eaters** only grant their Prey death's release after their victims have severed every connection with those they once held dear, usually at the hands of their former friends.

LURKER FEAR-EATERS

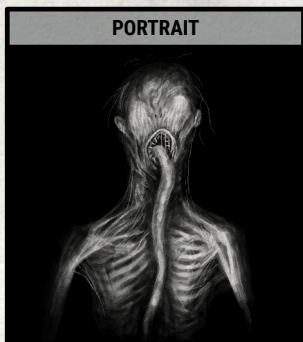
Lurker Fear-Eaters lean toward **Matter** and **Ethereal** aspects. A **Lurker** exerts its force on the physical environment. Its will is expressed as moving objects, scratches and bites from invisible assailants or, even, natural phenomena. However, they present themselves as partial manifestations, moving shadows and disembodied sounds, having invested their **Essence** in the manipulation of matter over presenting a physical form. They prefer stalking one Prey at a time, watching and learning their victims' every move and slowly **Draining** their **Essence**.

Borne of the wishes for eternal youth and life everlasting, I come. Time is an interstitial tissue, it bears weight, and may be split. Benediction comes only with pain and so you shall all be made puritans of time. You will praise my name with shattered teeth, shredded tongues and ruptured eyes; you will be made eternally thankful and eternally young.



THEY FEED ON FEAR

PLAYER NAME: ALEXEI VELLA
 FEAR-EATER NAME: THE YOUTH-SUCKER
 ELDER TRUE NAME: KA'KOR-TUUL
 ESSENCE TYPE: YOUTH
 OBJECT OF POWER: PULSATING ALIEN SPHERE
 LAIR: FORGOTTEN TOWN HALL SUB-BASEMENT
 END GOAL: HIBERNATION



ATTRIBUTES

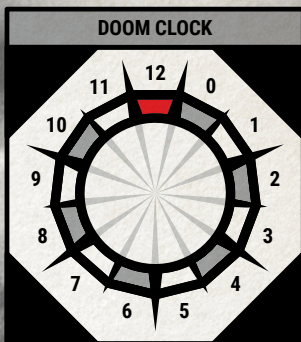
MvM/PvE

0/0

ESSENCE POOL

EE/ LE/

20



APPEARANCE

Tall & Lanky

Leech-like Mouth

Long Tongue

Eyeless

Nostril Slits

Small Ears

Emaciated Body

Long Talons

Bipedal

ABILITIES

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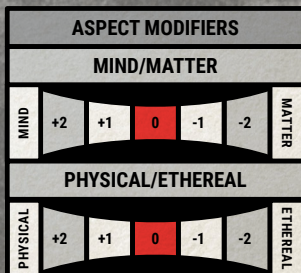
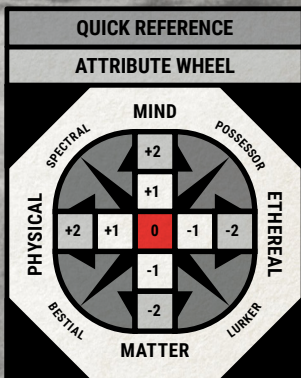
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NOTES



CHALLENGES

MIND/PHYSICAL

TARGET: OVER TN
 CRITICAL FAILURE: NATURAL 1

MATTER/ETHEREAL

TARGET: EQUAL TO OR LESS THAN TN
 CRITICAL FAILURE: NATURAL 12

PLAYER NAME: _____

FEAR-EATER NAME: _____

ELDER TRUE NAME: _____

ESSENCE TYPE: _____

OBJECT OF POWER: _____

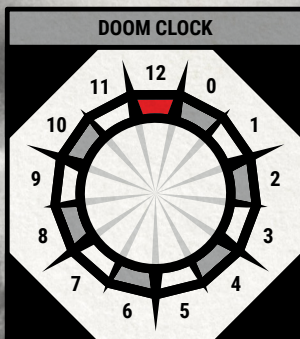
LAIR: _____

END GOAL: _____

PORTRAIT	

ATTRIBUTES	
MvM/PvE	

ESSENCE POOL	
EE/	LE/

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	NOTES

QUICK REFERENCE

ATTRIBUTE WHEEL

MIND

POSSESSOR

ETHEREAL

LURKER

MATTER

BESTIAL

PHYSICAL

SPECTRAL

Attribute Wheel Values:

Direction	Value
Top (Mind)	+2
Top-Right (Possessor)	+1
Right (Ethereal)	0
Bottom-Right (Lurker)	-1
Bottom (Matter)	-2
Bottom-Left (Bestial)	-1
Left (Physical)	+1
Top-Left (Spectral)	+2

ASPECT MODIFIERS				
MIND/MATTER				
MIND	+2	+1	0	MATTER
PHYSICAL/ETHEREAL				
PHYSICAL	+2	+1	0	ETHEREAL

CHALLENGES
MIND/PHYSICAL
TARGET: OVER TN CRITICAL FAILURE: NATURAL 1
MATTER/ETHEREAL
TARGET: EQUAL TO OR LESS THAN TN CRITICAL FAILURE: NATURAL 12