

TALES OF THE PARABELIEVABLE



BESTIARY

S.R. COLEMAN



‘Tales of the Parabelievable’

Dedicated to those that survived Centre Town.

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Intro

This Bestiary was found many years ago on the side of the road that leads in to where Centre Town used to be, and documents the known creatures, curses, entities, and phenomena that haunted Centre Town. Some have been officially observed. Others are rumor. A few—no one dares speak of twice.

There is also a survival guide.

While you can't visit Centre Town anymore, it is thought that the darkness and creatures that dwelled there may have spread. They could be in your town, right now.

-S.R. Coleman

Centre Town appears ordinary at first glance—a quiet place surrounded by pine woods, small-town charm, and friendly faces. But hidden behind its calm surface are things that slither in the shadows, stalk through the trees, whisper through walls, and hide in the spaces between.

To help you identify the beasts, ghosts and twisted creatures within, I have added detailed sketches, as witnessed or as described by witnesses.

You never know when you may encounter one of these beasts, so this guide will help you identify what monstrous evil may be standing (or floating) before you, should you be unfortunate enough to be close to one.

KEEP THIS BOOK WITH YOU AT ALL TIMES!

- Anon.

The Centre Town Bestiary

A Field Guide to the currently known Horrors, Creatures, and Cursed Beings of Centre Town

Creatures of the Woods



1. The Leafhound

Classification: Forest Construct / Living Foliage.

Description: A towering creature made from leaves, vines, and branches. Eyes glow amber. Capable of shaping the forest around it.

Habitat: Deep within Centre Point Woods, especially the Forbidden Clearing.

Behavior: Territorial, hunts intruders, can move silently despite its size. Draws strength from living vegetation.

Weakness: Fire and charred ground.



2. The Dark House

Classification: Shadow Parasite / Haunted Entity.

Description: A tall, thin shadow creature that mirrors the shape of the abandoned house in Centre Point Woods where it dwells. Will possess anyone and use the possessed to lure other victims.

Habitat: The Dark House in Centre Point Woods.

Behavior: It imitates voices of those it possesses. Lures teens inside. Will trap victims in a portrait. Feeds on fear and hope.

Weakness: Bright, focused light.

Household Horrors



1. The Fridge Folk

Classification: Miniature Carnivorous Civilization.

Description: Tiny humanoid creatures with pale skin, big black eyes, and razor teeth. Lives between jars and leftovers.

Habitat: Refrigerators across Centre Town.

Behavior: Mostly nocturnal; raids food supplies; occasionally attempt to abduct pets or fingers.

Weakness: Warm temperatures.



2. The Thirsty Fish

Classification: Aquatic Mouth Leaper / Dehydration Parasite.

Description: A seemingly ordinary pet fish capable of leaping into human mouths.

Habitat: Household aquariums. (Also, Centre Point Lake).

Behavior: Crawls into the throat, draining moisture until victim is a dry husk.

Weakness: Prolonged air exposure or salt.



3. The Unkillable Bug

Classification: Immortal Pest.

Description: A cockroach-like creature that regenerates instantly.

Habitat: Teen bedrooms.

Behavior: Taunts victims; crawls on faces at night; survives fire, crushing, and drowning.

Weakness: Unknown.



4. The Carnivorous Plant

Classification: House plant - *Nepenthes gigantea*.

Description: An overwhelmingly large carnivorous household plant. Named 'Mavis'.

Habitat: Sunrooms.

Behavior: Produces a sap that can be used as a serum. If fed regularly can be loyal. Eventually devours its keeper, friends, relatives and pets.

Weakness: Extreme starvation.

Towns People & School Terrors



1. The Demon Science Teacher

Classification: Human / Infernal Hybrid.

Description: A teacher with hidden demonic traits who experiments on students. Goes by the name 'Dr. Gribblestein'.

Habitat: Centre Town School science lab.

Behavior: Transforms students into demonic forms.

Weakness: Unknown, but cold water will buy you time to escape.



2. The Town Inventor

Classification: Human.

Description: A local who likes to create products that he thinks will improve every-day life. Goes by the name Mr. Galverston.

Habitat: A local warehouse (since burned down).

Behavior: Aims to control other people by way of mechanical implants.

Weakness: Many. He is human.



3. The Substitute Teacher

Classification: Witch.

Description: A teacher that will appear in a classroom when the regular teacher is away. Goes by the name of Ms. Carrick.

Habitat: Centre Town School.

Behavior: Writes students names on a list and then takes their souls.

Weakness: Unknown.



4. The Barlows

Classification: Vampires.

Description: A small family seeking to grow their clan.

Habitat: Old houses.

Behavior: Feeding on humans, turning their victims into vampires, making them part of their 'family'.

Weakness: Sunlight.



5. Pram Man

Classification: Human (possibly).

Description: An older man who wheels an antique pram with possessed doll(s) inside.

Habitat: Centre Town.

Behavior: Transforms children in to dolls.

Weakness: Unknown, but destroying his dolls may have an impact.



6. Mayor Twiggly

Classification: Human (not confirmed).

Description: Mayor of Centre Town.

Habitat: Ceremonies, store openings, the new Town Hall.

Behavior: Although no one remembers ever voting for him, Mayor Twiggly has been the charge for Centre Town for decades. He mysteriously seems to be in close proximity when bizarre events take place.

Weakness: Many (if he is actually human).



7. The Spectral Fire Bug

Classification: Ghost / Pyrokinetic Entity.

Description: The haunted form of a former Centre Town fireman.

Habitat: Centre Town Fire Station ruins.

Behavior: Drawn to heat or electrical sources and human fear; attempts to ignite objects—and people.

Weakness: Water.



8. Mr. Griggs

Classification: Immortal ‘human’ entity.

Description: School Janitor. Thought to be older than Centre Town School. Not much is known about his history. It’s debatable if he is *actually* human.

Habitat: Centre Town School basement.

Behavior: Likes to intimidate students and collect... ‘things’ from them.

Weakness: Unknown.



9. The Cookie Beetle

Classification: Self-multiplying insect.

Description: A small black beetle that is easily mistaken for a chocolate chip.

Habitat: Centre Town School cafeteria. Found in freshly baked cookies.

Behavior: Once consumed, multiplies inside victim, possessing them.

Weakness: Must be killed before it has time to multiply, the Master Cookie Beetle Swarm must be located and destroyed, usually located by following loose Cookie Beetles.



10. Picture-Eaters

Classification: Paper Parasites.

Description: Small, pale larvae that eat images off photos—literally erasing people.

Habitat: Centre Town School Photographic Lab.

Behavior: The more they eat, the more they remember.

Weakness: Photographic chemical mist.



11. The Photo Taker (Vintage Camera Wraith)

Classification: Photographic Trap Entity.

Description: Can appear as a shadowy silhouette inside old photographs.

Habitat: Vintage cameras found in attics, flea markets, and cursed auctions or stores. Dominates an alternate world.

Behavior: Pulls subjects into photos; replaces them with ghostly versions that wander town.

Weakness: Taking a photo of the Photo Taker.

Holiday Horrors



1. The Undead Thanksgiving Turkey

Classification: Reanimated Feast Creature.

Description: A cooked turkey that rises from the table, seeking revenge.

Habitat: Holiday dinners.

Behavior: Skitters on bone legs; attacks with carving-knife beak.

Weakness: Stuffing with sage.



2. The Mutant Christmas Tree

Classification: Carnivorous Evergreen.

Description: A decorated tree that awakens hungry.

Habitat: Living rooms.

Behavior: Eats gifts and decorations, then moves on to pets.

Weakness: Removing the star.

Festival & Carnival Creatures



1. The Creepy Clown Carnival

Classification: Cursed Traveling Carnival.

Description: Appears overnight. Staffed by demonic clowns.

Habitat: Any empty lot in Centre Town.

Behavior: Turns townspeople into evil clowns using cursed balloons.

Weakness: Popping every balloon.



2. The ‘Touring’ Rockband

Classification: Demonic entities.

Description: A ‘touring’ Rockband that only plays in Centre Town. Takes the form of a gothic music group.

Habitat: Centre Town Hall (now gone).

Behavior: Plays music that puts the listener in to a trance-like state, then steals their souls.

Weakness: Unknown, but it is possible to escape by blocking out their music.

Lake & Water Creatures



1. The Centre Point Lake Lurker

Classification: Amphibious Leviathan (Rumored).

Description: Massive creature under the lake, rarely seen but often felt.

Habitat: Centre Point Lake depths.

Behavior: Creates whirlpools; mimics drowning victims' voices and likeness.

Weakness: Unknown.

2. (Also see The Thirsty Fish in Household Horrors)

Urban Legends



1. The Kid in the Tunnel

Classification: Lost Spirit.

Description: A child apparition wandering drainage tunnels.

Habitat: Storm drains.

Behavior: Lures teens deeper by crying softly.

Weakness: None.



2. Snatcher Man

Classification: Haunted entity / A wraith made of smoke or mist.

Description: Needs to be summoned.

Habitat: Centre Point Hill

Behavior: Consumes those that summon it.

Weakness: Unknown.



3. Centre Point Hill Ghost Car

Classification: Haunted vehicle.

Description: A phantom car that will offer a high-speed ride off Centre Point Hill to unwilling victims.

Habitat: Centre Point Hill.

Behavior: Appears on Centre Point Hill. Can be summoned.

Weakness: Unknown.



4. Ghost Bus

Classification: Haunted vehicle.

Description: A phantom bus that is still trying to complete a long-lost trip.

Habitat: Centre Town roads.

Behavior: Picks up students that missed their regular bus. Bus number is 47.

Weakness: Unknown.



5. The Cursed Suitcase

Classification: Dimensional Anchor / Sentient Luggage.

Description: A suitcase that compels its finder to travel to horrifying alternate dimensions.

Habitat: Constantly moves; always returns to Centre Town School.

Behavior: Whispering. Opens only for victims.

Weakness: Unknown.



6. The Drama Goblin

Classification: Creature of Goblin ancestry.

Description: Likes to eat props, costumes and people.

Habitat: Centre Town Theatre.

Behavior: Will sneak on to a stage during a performance and snatch actors.

Weakness: Unknown, it doesn't like direct light and is thought to be mortal.

Appendix: Warning Signs

- Leaves whispering your name.
- Anything whispering your name.
- Photos rearranging themselves.
- A fridge humming in an unfamiliar tone.
- Footsteps on the roof.
- Balloons appearing where none should be.
- Trees bending toward you.
- The lake calling in a voice you recognize.
- Disappearing gifts or pets.
- A too-perfectly cooked turkey.
- Whisps of mist or smoke.
- Hearing recognizable voices when you're alone.
- Feeling 'possessed'.

If you observe any of these signs... you are in immediate danger.

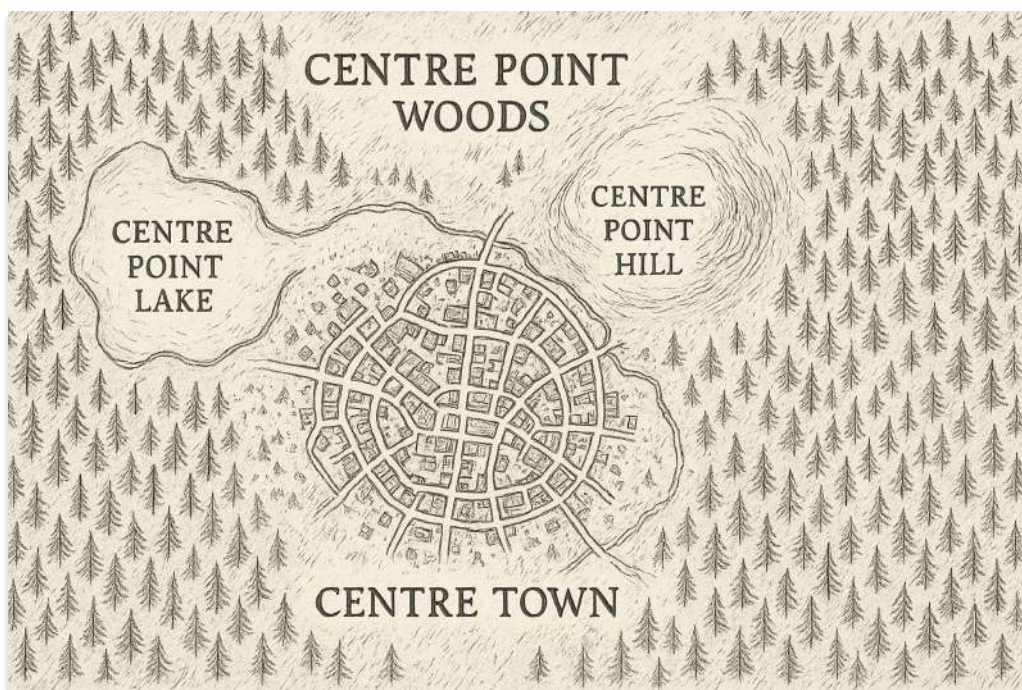
Chapter 1: Origins of Centre Town's Darkness

This chapter delves into the unsettling beginnings of Centre Town, long before paved roads and streetlamps, back when the region was nothing but dense, whispering pinewoods and fog-swept marshland. Early settlers recorded the land as strangely quiet—no birdsong at dawn, no signs of typical woodland life. Some wrote that the forest seemed to be “holding its breath,” as though waiting for intruders to overstep.

The heart of the chapter focuses on the **first logging crew**, a group of twenty men hired to clear the area for the future township. Their disappearance remains one of Centre Town's oldest and most chilling mysteries. The crew set up camp near what is now Centre Point Hill, but within three nights, all signs of their presence vanished—tools left rusting in the soil, tents collapsed as if abandoned in haste, and a half-finished message carved into a tree: “*We awoke it—*” The rest of the message appeared to be clawed away.

In the aftermath, the founders constructed myths to explain the eerie emptiness left behind. Oral traditions spoke of **ancient forces beneath the soil**, older than any settlement, older perhaps than the forest itself. Early accounts describe strange lights drifting between trees, rhythmic tremors deep underground, and shadows cast by no visible being. Some settlers believed the land rejected human disturbance, while others insisted something hidden—something hungry—had simply been stirred.

This chapter closes with the uneasy decision the founders made: to build Centre Town anyway, convincing themselves that the darkness under the earth could be forgotten if never spoken of. But the myths lingered, passed down in hushed warnings, hinting that Centre Town's foundations rest atop something that may still be listening, waiting for the town to grow careless.



Chapter 2: The Woods Beyond the Map

Chapter 2 explores the sprawling, ancient expanse known as **Centre Point Woods**, a forest so vast and so strangely alive that even the most experienced rangers avoid venturing too far inside. Local maps mark its borders with shaky lines and vague warnings, but everyone in Centre Town knows the truth: the woods extend farther than any cartographer has ever been able to record. Trails loop back on themselves, landmarks shift, and entire groves vanish overnight. It is a forest that redraws itself.

This chapter begins by recounting early settlers' attempts to chart the woods. Survey teams reported that compass needles spun in lazy circles and distances measured one day would inexplicably stretch or shrink the next. Some explorers found themselves walking in perfect circles despite moving in straight lines. Others claimed that their footsteps were echoed—not by humans, but by something heavier, slower, and distinctly *vegetal*.

From there, the chapter examines the **forbidden clearings**—small pockets of space that appear unexpectedly and are avoided by locals at all costs. These clearings are unnaturally quiet, with no wind and no wildlife. Trees around them grow in distorted spirals, as though twisting away from the center. Strange symbols made of woven reeds or knotted vines are often found hanging from branches, swaying even when the air is still. Those who step into these clearings report the sensation of being watched by multiple unseen eyes, or the feeling of roots shifting just beneath the soil.

The heart of the chapter introduces one of Centre Town's most unsettling legends: the rumor that the forest is guided by a **plant-based intelligence**—not a creature of flesh, but a collective consciousness rooted in the trees themselves. Locals speak of **The Green Mind**, an ancient network of roots and tendrils pulsing with awareness. Some describe it as curious, others as predatory, but all agree it is patient. These tales suggest that the forest reacts to trespassers—closing paths, manipulating undergrowth, and creating illusions to disorient or test those who enter.

Eyewitness accounts add weight to the legend: hikers who swear the trees shifted position while they weren't looking; children who followed a friendly voice into the woods, only to discover it was coming from rustling branches; and the infamous tale of the botanist who vanished while studying a unique species of creeping vine. When rescuers found his journal, its final entry read: *"It's not a forest—it's a mind."*

This chapter concludes with an unsettling truth accepted quietly among Centre Town residents: maps can show roads, hills, and lakes, but **Centre Point Woods will never be accurately drawn**. It is a place that chooses what to reveal—and what to keep.

Chapter 3: Household Nightmares

This chapter shifts the focus from the vast and ancient terrors of Centre Point Woods to the intimate horrors lurking inside Centre Town's homes—quiet threats that thrive behind wallpaper, beneath floorboards, and in the buzzing hum of everyday objects. It explores the unsettling truth that in Centre Town, danger isn't limited to the unknown wilderness. Sometimes, it lives on the shelf, in the basement, or curled up at the foot of a child's bed.

The chapter begins by cataloging **cursed appliances**, relics from decades past that appear to be possessed.

Malevolent household objects—items that seem to possess a subtle will of their own. Centre Town families have long traded stories of mirrors that show rooms slightly different from the real ones, clocks that tick backward, and old jukeboxes that play songs 'it' decides to play, radios that occasionally broadcast news of events that never occurred. One recurring phenomenon is the *Night-Switch Lamps*: bedside lamps that flick on by themselves at exactly 3:11 a.m., always pointing toward a corner of the room that feels inexplicably colder than the rest.

A major section is dedicated to **parasitic and predatory pets**, animals that appear ordinary but harbor something else. Past tales include the *Unkillable Bugs*, no matter what you use to take it out, it comes back to life.

This chapter also investigates **living infestations with unnatural patterns**:

- **Cookie Beetles**, small insects that resemble chocolate chips. These small bite sized beetles will seek a host and then fight within until one becomes the 'Master' and in turn takes over their human host.
- **The Picture Eaters**, a small parasitic creature that when threatened will turn to dust. It is controlled by a 'human' master. The parasites erase people in pictures by eating them, their master receives the memories from the picture.
- **Sniffle Monsters**, although not small, they are parasitic in the sense that they only have one sense – sniffing. Controlled by a mutant giant lung... creature, they strategic, blind, and will crumble to dust if the mutant lung is destroyed, or severely injured.

Interwoven through these accounts are testimonials from residents that managed to relocate after experiencing too many "nighttime rearrangements"—the phenomenon where furniture drifts to new positions overnight, drawers open on their own, or family portraits are either destroyed or slowly change expression over time.

This chapter ends with an uncomfortable revelation: Centre Town's houses were never haunted by spirits. Instead, **the town itself infects its homes**, seeping through materials and objects until every living space becomes a quiet extension of its greater mysteries. The placeholders for safety—warm kitchens, children's bedrooms, cozy dens—may be the most treacherous spaces of all, because the horrors within them wait patiently for their owners to let their guard down.

Chapter 4: School of Shadows

Chapter 4 uncovers the hidden history and sinister undercurrents of **Centre Town School**, the place where nearly every resident has spent some part of their childhood—and where far too many of them witnessed something they were never meant to see. While the building appears ordinary from the outside, its corridors hold secrets stretching back to the school's earliest blueprints, long before the first students ever walked its halls.

This chapter begins with an examination of the **haunted classrooms**, each with its own chilling reputation. The most infamous is **the sealed Science Lab**. Students report that chalk scribbles appear on the board by themselves in the English classroom, usually it is student's names. Another is the School Library where sections of shelved books are forbidden.

With that mentioned, there are **cursed textbooks** that circulate through the school's library and supply closets. Some textbooks are harmless—merely outdated or oddly worded—but a select few are known to alter their content based on who reads them. The notorious *History of Centre Town, Vol. I* has been reported to contain handwritten margins that weren't there minutes before, offering warnings, riddles, or sometimes pleas for help. Another book, *Beginner's Biology*, sometimes includes anatomical diagrams that do not resemble any known creature. Teachers quietly remove these aberrant copies, but they always return to circulation, as though the school itself insists on teaching certain lessons.

A critical section covers the **faculty with infernal origins**, detailing rumors—some whispered, some documented—about teachers who are not entirely what they seem. The earliest evidence dates back to the school's first principal, **Headmaster Grimsley**, who was rumored to leave no footprints in snow and was seen conversing with shadows that responded to him. More recent staff members are examined as well: the guidance counselor who always seemed to know a student's darkest fear without being told, the math teacher whose eyes momentarily reflected fire during a blackout, and the janitor who appeared in old class photos from decades before he was officially hired, and has an obsession with collecting 'things'.

The chapter also explores **the basement**, a labyrinth of storage rooms and retired equipment that no student is supposed to enter. Within these forgotten spaces are leftover artifacts from abandoned school programs: dusty science fair projects that move slightly when unobserved, art pieces sculpted with impossible geometry, and a locked door marked simply *No Further*, which no key in the school's possession can open. Some students swear they've heard knocking from the other side. It is widely known that the school's janitor, Mr. Griggs, resides in a section of the basement.

Finally, this chapter concludes with the unsettling possibility that the school is more than just a building with hauntings—it may be a **training ground**, intentionally shaping the youth of Centre Town for some ancient purpose. Between the books that rewrite themselves, the teachers who are more than human, and the classrooms that observe their occupants, the school appears to be always preparing the next generation for a darkness woven deeply into the town's destiny.

Whether the students are being prepared to fight that darkness—or serve it—remains unclear.

Chapter 5: Lake of Lost Voices

This chapter turns its focus to **Centre Point Lake**, a cold, mist-cloaked body of water near the foot of Centre Point Hill. Though postcard-beautiful during summer days, the lake has long been associated with vanishings, distorted echoes, and stories of voices that do not belong to the living. It is considered by many residents to be the most treacherous landmark in Centre Town—not because of what can be seen, but because of what can be *heard*.

Beginning with an account of the lake’s earliest known legends, originating from the first settlers who camped along its shores. They reported that before dawn, the lake would “speak”—soft murmurs rising from the water’s surface like muffled conversations. Some settlers claimed they could hear their own names whispered back to them, even when standing completely alone. These phenomena were dismissed as tricks of wind and water... until the disappearances and drownings began.

A significant portion of this chapter is dedicated to **documented drownings**, many of which share disturbing similarities. Victims are often described as strong swimmers who suddenly became entranced, stepping into the water as though responding to a summons. Multiple witness accounts mention individuals freezing, listening, and then walking straight into the lake without a struggle. Attempts to rescue them often fail due to an eerie, disorienting acoustics: shouts seem to bounce in impossible directions, and splashes echo from places where nothing moves.

These drownings have led to one of the lake’s most pervasive beliefs—the story of the **Lost Voices**: echoes trapped beneath the surface, remnants of those who drowned. Some nights, listeners claim they can hear these voices calling out, perfectly mimicking loved ones or delivering fragmented warnings. One ranger described hearing his dead brother’s laugh ripple across the water. A group of teens reported hearing a choir-like murmur beneath the dock, though no one was in the water at the time. For many residents, the lake isn’t haunted by ghosts—it’s haunted by *recordings* of the dead, endlessly replaying. This said there is a myth about the Lake Lurker, said to be able to mimic the voices of the living and the dead, luring new victims to their watery death.

To explore deeper legends, is the tale of **The Underlake Choir**, a myth claiming that clusters of drowned souls form something like a living chorus beneath the surface, harmonizing their pleas into songs carried by currents. Fishermen once spoke of lines being tugged not by fish, but by pale shapes swirling far deeper than a lake should allow. Local divers who attempted to explore the lake’s bottom reported bizarre sensations of pressure—far too intense for a lake of its depth—and swore they heard sounds resonating through their equipment like distant humming.

Another major focus is the **unexplained calls** often heard at dusk or during periods of heavy fog. These calls sometimes mimic emergency sirens, animal cries, or a familiar voice shouting from across the lake—only for listeners to discover no one was there. More disturbing is the “reverse calls,” moments when someone shouts out over the water and hears their own voice echo back... altered, delayed, or layered with other voices.

This chapter also examines the lake's shifting geography. Locals believe the lake "expands" subtly at night—shoreline creeping outward, docks damp in the morning despite a lack of rainfall. Some claimed that the lake breathes, drawing people closer with its rhythmic whispers, especially during the new moon when the water turns glassy and black.

To conclude with the unsettling notion that the lake may not merely imitate voices but *collect* them, storing them like memories. Whether the lake is alive, possessed, houses the Lake Lurker, or is simply connected to something ancient beneath Centre Town remains unclear. What is certain is that the lake listens—and when it calls back, people often follow.

Chapter 6: Carnival of Curses

This chapter chronicles the long, unsettling history of the **Creepy Clown Carnival**, a nomadic nightmare that appears without warning on the outskirts of Centre Town—usually emerging overnight on abandoned lots, empty fairgrounds, or stretches of field where no one heard trucks arriving. Its existence is not officially recorded, yet nearly every generation in Centre Town has its own story about the carnival’s arrival... and the horrors it leaves behind.

Chapter 6 opens with the earliest known mention of the carnival in an 1893 newspaper clipping describing “a traveling show of grotesque delight” that supposedly materialized next to Centre Point Woods. The article notes that only children seemed able to hear its distant calliope music, a warped melody drifting through the trees. Within three days of that initial report, the carnival vanished. Months later, several children from the town began exhibiting irrational fears of mirrors and balloons, though none remembered attending any carnival.

Subsequent appearances follow a similar pattern: the carnival arrives under impossible circumstances, stays for a handful of nights, or just one night, then disappears as abruptly as it came. These events are documented through eyewitness accounts and diaries—each more disturbing than the last. Some describe seeing towering striped tents that appeared larger on the inside than the outside. Others recall clowns whose painted-on smiles twitched independently of their facial muscles. A few detailed rides that turned far too fast, far too high, or bent in ways that ignored basic physics.

One of the most harrowing sections focuses on **the disappearances** associated with the carnival. These vanishings tend to occur at the height of its visit, when crowds are thickest and laughter masks the screams—or anyone brave enough to visit after the crowds have gone home. Victims aren’t always children; many adults report losing track of companions who simply slipped out of sight, never to be seen again.

This chapter dedicates a major section to the carnival’s infamous **Hall of Twisted Reflections**, a mirror maze said to show not one’s present self, but possible futures—some too monstrous to comprehend. Visitors who enter the hall often emerge shaken, claiming their reflections moved slower than they did... or smiled after they had stopped. Some never return at all. Rumors persist that some mirrors act as portals, swallowing anyone who stands too long before them.

Grotesque transformations can sometimes be left behind when the carnival departs. Animals behave erratically for weeks afterward—cat’s meow in patterns resembling carnival music, dogs bark at empty air, and birds circle the abandoned carnival grounds in perfect, unnatural spirals. The land itself often mutates: fields become misshapen, soil turns sticky like cotton candy, and trees twist into shapes resembling laughing faces. In especially severe aftermaths, discarded balloons are found floating near homes or prominent places around town.

Finally, this chapter closes with the chilling theory that the Creepy Clown Carnival is not a traveling attraction at all, but a **living organism**—part parasite, part performance—feeding on fear, laughter, and transformation. It does not travel from town to town; rather, it grows beneath the surface of Centre Town, erupting into existence whenever the conditions (or the terror) are

ripe. And once it consumes enough, it sinks back into the dark, leaving behind echoes of its twisted joy... and victims who, if they don't vanish, simply avoid talking about it.

Chapter 7: Holiday Horrors

This chapter reveals the yearly terrors that revisit Centre Town during its most festive seasons—dark traditions that locals acknowledge only in whispers, and annual events that outsiders dismiss as superstition... until they spent a holiday in Centre Town themselves.

Chapter 7 opens by noting that holidays in Centre Town never pass quietly. While decorations go up and townsfolk attempt to create cheer, everyone lives with the uneasy understanding that the season itself awakens certain entities. These creatures, rituals, and undead festivities do not merely haunt the calendar—they follow it with alarming precision.

The first major section examines the infamous ‘Undead Thanksgiving Turkey’, a nightmarish tradition that has plagued the town for generations. According to legend, the wild turkey that was hunted from Centre Point Woods, and served at the very first Centre Town Thanksgiving in the 1800s, was grossly undercooked, causing several settlers to fall violently ill. Discarding the remaining under-cooked turkey, it didn’t simply decompose, it mutated.

Each year, as Thanksgiving approaches, the ‘Undead Turkey’ returns. Usually, an unsuspecting family acquires the festive fowl from a mysterious and never identified seller.

Once the turkey has been cooked to golden brown, it turns on the family, who in a turnaround, become the Thanksgiving feast.

The second feature of this chapter is the Mutant Christmas Tree, a carnivorous evergreen that is also acquired from a mysterious seller (perhaps the same one as the ‘Undead Thanksgiving Turkey’?).

Its actual origins are uncertain, but the town’s historians point to the ritual tree-lighting ceremony of 1907, during which the town’s massive pine caught fire and bled sap described as “dark as night.” That sap has been spotted at every mutant tree incident since.

Once the tree is in a home it waits until the occupants have gone to bed and devours presents, decorations and even pets, before disappearing. No one knew where it would go, but it was suspected to hide in the vast pine forest of Centre Point Woods, only to return again a year later around Christmas season.

To round out this chapter, here’s an overview of additional recurring horrors:

1. The New Year’s Shadow Count

A spectral phenomenon in which shadows multiply on walls. If a person’s shadow count reaches three, before midnight on New Year’s Eve, they are said to have a doomed fate for that new year.

2. The Valentine’s Heart-Box Beasts

Boxes of chocolates that occasionally grow teeth.

3. Carnivorous Halloween Candy

Perhaps the same entity that appears on Valentines Day, the carnivorous candy attacks and attempts to eat kids, and is a yearly fear for trick or treaters.

These recurring visitors reinforce a grim truth: Centre Town holidays are not celebrations but anniversaries of entities that return to cause chaos and terror every twelve months.

This chapter ends by mentioning that Centre Town residents learned to survive by balancing tradition with vigilance. Festive meals, evergreen decorations, and family gatherings proceed each year—not out of joy alone, but because stopping these traditions might anger whatever forces expect them.

In Centre Town, it's not just the holidays that return...

Containment & Survival

This section serves as the essential handbook for anyone hoping to live—and remain themselves—in Centre Town. Unlike earlier chapters, which focus on history and lore, this offers **practical survival strategies**, collected from eyewitness accounts, recovered field notes, and the hastily scrawled warnings of those who did not survive long enough to write anything more coherent.

The tone is clinical yet urgent: Centre Town may be cursed, alive, or haunted, but it is also **predictable**—if one knows how to read its patterns and defend against its persistent horrors.

I. Weaponizing Salt: The First Line of Defense

Salt is not merely a seasoning in Centre Town; it is a lifeline. This section explains why salt is uniquely effective against many local threats—and how to use it properly.

Residents are instructed to:

Create Salt Circles

A fully enclosed ring can repel:

- Whisper-beings
- Household parasites
- Being enchanted by whispers from Centre Point Lake
- Animated household objects

Incomplete rings are considered worse than useless—they act as invitations.

Salt Barriers & Bombs

The chapter describes improvised tools:

- **Salt shakers fitted with pressurized caps**, for rapid dispersal
- **Salt ropes**, braided with twine, placed across doorframes
- **Salt vials**, worn as jewelry to ward off mental intrusion

Curiously, it notes that **forest constructs** (see next section) recoil from salt as though it burns, suggesting their biology—or pseudo-biology—reacts violently to sodium.

II. Repelling Forest Constructs

Forest constructs, including root-stitched figures and vine creatures attributed to the Green Mind of Centre Point Woods, are among the most persistent horrors.

This section outlines key tactics:

Light Disorientation

Constructs dislike inconsistent light patterns. Flashlights flickered in deliberate rhythms can confuse them.

Synthetic Scents

Plastic or chemical odors disrupt their tracking abilities; burning rubber or melting crayons create a scent barrier they avoid.

The Twelve-Step Retreat Path

A defensive maneuver gathered from historical methods:

- Walk backward exactly 12 steps
- Turn left
- Do not break eye contact until the construct stops moving
- Do not blink during steps 8–12

Breaking the sequence allegedly results in a forest construct claiming a victim by “root-marking,” a form of parasitic influence detailed later in the chapter.

III. Escaping Dimensional Traps

Dimensional traps are among the most dangerous phenomena in Centre Town—they appear as everyday locations that subtly distort physics, geometry, or time.

Common forms include:

- Hallways that lengthen
- Rooms with impossible angles
- Doors that open to earlier moments
- Mirror loops
- Fog corridors at Centre Point Lake

This section teaches readers to recognize early warning signs:

1. The Sound Delay Test

Clap once.

If the echo comes too early, too late, or *twice*, you are in a trap.

2. The Perspective Drift Check

Objects that appear smaller when you move closer signal unstable spatial boundaries.

3. The Breath Test

If your breath fogs in inconsistent shapes—square, angular, or delayed—you are in a collapsed-dimension pocket.

Escape strategies include:

Marking Reality Anchors

Using chalk, ash, or even scratches, create reference symbols. If they disappear or rearrange themselves, relocate immediately.

Follow the Cold

Most traps collapse inward; the coldest area often marks the exit point.

Avoid Mirrors

Mirrors create their own pocket realms. Looking into a mirror inside a dimensional trap is described as “a guaranteed one-way ticket.”

IV. Recognizing Signs of Possession

Possession is both common and varied in Centre Town, with sources ranging from lake echoes to cursed textbooks to parasitic household entities.

This section categorizes possession into four types:

1. Echo Possession (Lake-Origin)

Signs include:

- Speaking with layered voices
- Dripping water despite being dry

- Repeating phrases heard nowhere nearby
- Avoiding reflections at all costs

2. Root Possession (Forest-Origin)

Symptoms:

- Dirt under fingernails that returns immediately after washing
- Irregular pulse that syncs with rustling leaves
- Eyes temporarily appearing bark-colored
- Sudden fear of open fields (lack of cover)

3. Object-Bound Possession

Triggered by cursed books, mirrors, jewelry or appliances. Symptoms:

- Mimicking mechanical sounds
- Involuntary rearranging of personal items
- Sudden knowledge of non-human languages you've never studied (usually unsettling)

4. Entity Co-Occupation

The rarest form—when an unseen presence shares a host:

- Host answers questions not directed at them
- Host laughs at unheard jokes
- You can sometimes see a second shadow

V. Protocols for Containment

The chapter concludes with step-by-step emergency procedures:

The Eight-Hour Rule

If strange events persist for more than eight hours, evacuate the home. The phenomenon may be transitioning from “active” to “hostile.”

The Buddy System

Never investigate:

- Attics
- Basements

- Fog
- Laughter
- Anything glowing

...alone.

Mark Your Safe Zones

Every resident should designate three rooms:

- One lit
- One salted
- One empty

Any horror entering an empty room becomes disoriented due to lack of anchor points.

When to Run

There are three universally recognized danger signals:

1. Silence that feels “weighted”
2. Shadows gaining length with no light source change
3. Your name whispered *behind* you when no one is there

If you experience all three, **flee immediately**. Not even seasoned residents stay to see what follows.

Closing Notes

The chapter reinforces a somber truth: Centre Town cannot be “beaten,” only **survived**. Its horrors are ancient, adaptive, and evolving. But with knowledge, preparation, and a healthy amount of fear, the town’s residents can endure another night—and sometimes, that’s victory enough.

Conclusion

I hope that this **Bestiary** and **Survival Guide** is helpful, should your parents decide to vacation somewhere 'out of the city' or actually move to Centre Town, or if you're a resident of the town already.

The creatures listed are only some of the *known* entities and merely a handful of what seethes, writhes, haunts and hides in the shadows around Centre Town.

I wish you good luck and again, **keep this guide with you at all times.**

-Anon.

END.