

Pukwudgie

Aka: Bagwajinini

By: Dr. Phillis D. Corner Published in "Critters of North America" October 2028

<Uploaded Seattle Shadownet June 2065 by Wolfgang>

<There is an ancient legend of the Pukwudgie from before the awakening. These creatures were thought to be legends, but I can tell you they are real. One pushed my wife off of a cliff. I found him and took his scalp. Now I am being hunted.> Wolfgang

Description



The Pukwudgie is said to be a small creature, ranging from knee-height to about three feet tall, with human-like features, yet sporting larger ears, noses, and fingers. Their skin has been described as grey and smooth and their hair resembles porcupine quills and runs down their backs.

Sightings of these creatures have been recorded throughout the north eastern seaboard of North America. Sometimes with tools, fetishes, weapons, or other items in hand, these creatures

show intelligence and cunning while tracking and tricking humans or metahumans in their territories.

<I was out in the woods, ditching a sec force, when I thought I saw something. It sounds like what you described. Whatever it was threw a fireball at me and disappeared. It burned me good and showed the sec force where I was.> Fragged Runner

History

Native Americans tell stories of the Pukwudgie and in those stories they say that these creatures were friendly with humans before Europeans started moving into their territories.

Legend says the reason Pukwudgies hate humans is because of the Wampanoag tribe. They adored Maushop the giant and were irritated by the Pukwudgies in the area who they considered a nuisance, even though the creatures were



only trying to be helpful. The tribe asked the giant to get rid of the Pukwudgies, so he threw them out of the area, slaughtering some in the process.

<So it wasn't the white man's interference this time? Wow, I guess all men can make mistakes> Pussywillow

<No dreck Pussywillow. Everyone makes mistakes, some just cost more than others.> Proud Native.



The Pukwudgie have been put into stories, both fictional and nonfiction in the 1990's to 2020's. They were even in the story about a young mage and his school that was written in the early 2000's. It was jokingly used as a mascot to one of the "Houses" of this school.

<I think I read that in school. It was the early building for magic education in the UCAS because no one had any idea how to teach it.> Sparks

Today the Pukwudgie are considered dangerous. Pukwudgies have the ability to shapeshift into dangerous animals, like cougars. They can also turn themselves into a combination of creatures and look half-human, half-porcupine if they choose. They can also appear and disappear at will, confuse humans, create fire, launch poison arrows, use magic, and lure people to their deaths.

<That may be why George jumped off the cliff.> Fredrick the Mage

Sightings of these creatures goes all the way back to the 4th world. They never left the earth during the 5th world, and are now growing in population and strength with the return of magic.

Post Awakening (2011)

The Pukwudgie have been spotted in greater and greater numbers. The UCAS and some in the Quebec government have declared them a nuisance. Both nations have been known to offer bounties on the heads of these creatures. <Most bounties that are paid, the hunters disappear never to be heard from again.> Smart Hunter Even though they seem to be sapient creatures, they do not want to become part of the mainstream, instead choosing to live in the wild, hunting and killing humans and metahumans that they deem have wronged them in some way.

<That is why they have been going after...>data transfer interrupted

<What happened here?> Yacco

<Not sure, data was interrupted from the source.> Digital Doom

<You think he was hit by the Pukwudgie?> Yacco

<No way to know for sure.> Digital Doom



Also since the awakening, the sightings have been more deadly. It is estimated that the number of sightings is actually much higher than are reported, with a little over half ending in the death of the person who sees them. Between 1500-2500 deaths are attributed to the creatures annually in both the UCAS and Quebec.

<UCAS government just marks them as "Other" cause of death.> Government official

Current Territory

The Pukwudgie mostly can be found along the northeastern seaboard of North America, but some sightings have been as far south as Austin in the CAS.

Pukwudgies are commonly found in areas with other forms of paranormal activity. They have been sighted near Fall River, which is close to the home of Lizzie Borden, the axe murderer. They have also been sighted in the haunted Moundsville State Penitentiary in Indiana and Round Rock in Texas. There seems to be other sightings around the world of variations of the Pukwudgie.

Why the interest?

There are several reasons for corporate interests. One is the magical capability of these creatures. They seem to have a few different magical innate spells from fireball to some animal shapeshifting. They also seem to disappear, and not just turn invisible. They may have an ability to teleport.

<Teleport, not that scares the dreck out of me> Sharpshooter

Then there are the fetishes that adorn the creatures fur. They seem to be a stronger fetish, attuned to a chaotic magic. Something wild and powerful. <I have one, they are amazing!>Fivefinger Discount

<Sure you do FFD. Just like the official test gun you sold me!> Fragged off Trog

<Um....> Fivefinger Discount



Finally, there is also their ability to affect people. They seem to have the ability to suggest people, both human and metahuman, to do things, up to and including suicide. How they command people to do things, no one knows.

Possible Similar Species

There have been sightings of different species of the Pukwudgie all across the world. It is not known if they are truly Pukwudgies or a cousin of them, but they seem to exist everywhere. Some are thought to have lightning balls, others manaballs, yet a third sub-species was rumored to have a lot of spirits around them.

Pukwudgie

B	A	R	S	W	L	I	C	E	Ess	M/R
2	6	5	2	4	4	4	2	3	6	6M

Initiative: 1D6+9

Limits: Physical 4 Mental 5 Social 4

Powers: Fear, innate spell (Fireball), Compulsion, Shape shift (Dangerous mundane creature like a cougar), Astral project, Disappear (Improved invisibility and astral mask in one spell) or a new Teleportation spell GM discretion.

Skills: Tracking 5, perception 6, armed combat (bow) 5 (poison use Neurotoxin), gymnastics 4, traps 3

Gamemasters Note:

These things should be sapient creatures. They fight alone, but will team up on a person if they see them as a threat. They also will go for long term taunting, creating problems for a runner. For example:

1. Waking them up every night
2. Messing with vehicles/gear left outside
3. Tripping up a runner during a run
4. Being an astral nuisance

The GM can run these things as a magic circle or just strong solo magicians. Every one of these creatures has the powers listed unless it is a variant. Their fireball may be different and some of the other powers could change depending on GM discretion.