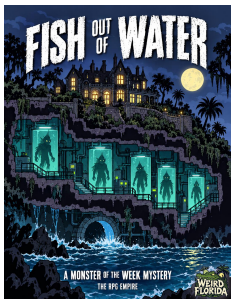
WEIRD FLORIDA

Four Monster of the Week mysteries / Spoiler-safe preview



Armed and Dangerous

A grocery-store shift takes a strange turn when a young man grows an animal arm with a mind of its own.



Fish Out of Water

Missing students and a wealthy family lead the hunters into a strange case on Amber Island.



Werewolves in Paris, Florida

A high-school football team has a dangerous edge. The next game could turn the whole town into a hunting ground.



Earth Street Crew

A breakdancing competition gets strange when new sneakers seem to have a life of their own.

Illustrated PDFs, maps, handouts, printable tokens, and VTT portraits.

Four-mystery bundle: $30. Individual mysteries: $9.99. Core rules sold separately.

Browse the collection: therpgempire.com/games/weird-florida/

THE HUNTERS' CLUE LOG

A free, system-neutral table aid / Print at Actual Size or 100%

Case: _____ Session: _____

What did we observe?

Who told us, and where did we find it?

What do we suspect? Keep guesses separate from facts.

What can we check next?

Who or what may be in danger?

Optional blank play aid created for this preview. It contains no mystery solutions or official game rules.

The RPG Empire / Personal table use permitted.