

CITIES THAT YOU
MUST ABSOLUTELY,
POSITIVELY, STAY OUT
OF TO AVOID BEING
EATEN ALIVE!!!

(A TOURIST'S GUIDE TO HOWLING HOLLOW
AND THE FOREST OF FEAR)

MARY RAWLINS

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MARY RAWLINS

INTRODUCTION: WHY WRITE THIS BOOK?

Welcome, dear readers, to what will hopefully be the best warning to STAY AWAY from the Forest of Fear, hidden in rural Georgia.

Of course, by simply throwing that statement at you, I can already imagine you thinking, "What is this Forest of Fear?" "She said to not go there, so that's exactly what I'm going to do!" NO! Don't do it! I barely got out alive with my husband Leo back in 2011, and we have stayed as far away as possible since.

So, if you don't know what the Forest of Fear is, then that is exactly what this travel guide is for, or rather, don't travel there guide. I don't have much experience writing these, so please bear with me, since most of this information

was gathered after our trip from Online searches and some wild-eyed and slightly demented people who have also paid the forest a visit.

As for our trip there, we essentially were planning a trip to Atlanta, Georgia, when a construction detour sign directed us down a dirt road instead of back towards the freeway. Before we knew it, our GPS stopped working, we stopped at the funeral home of a vampire, there was this community of hicks that burned down the local windmill, a hitchhiker turned into a werewolf, and...you get the idea.

After doing some research about the community, I discovered some more about them, where they came from, etc. There are a few landmarks in the region,

some history (of what I could find) and some local traditions, all of which is covered here.

But no matter what, I hope that this book is the closest that you get to the Forest of Fear, as it has as many inhabitants as it does ways for you to get eaten. See this book as a historical reference if you will (though if I must be honest, it's as biased as you could get), or see this as a warning to the masses, but never, EVER, see this as a travel guide, because that implies that anyone would actually want to go there.

You've been warned.

- Mary Rawlins

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01...THE OUTSKIRTS OF THE FOREST

What To Do Here:

Regret Driving Down that
Unmarked Dirt Road
Get Stalked in the Werewolf
Hunting Grounds
Get Caught in the Octopus'
Tentacles in the Lake of Despair
Die and Get Eaten

So you ignored my advice and decided to enter the forest anyway? Well, it was nice knowing you, reader.

In all fairness, the outskirts aren't too bad, but that's like saying having a cavity drilled is better than having a colonoscopy. Already in this part of the forest, you'll realize you made a terrible mistake. GPS equipment

stops working the moment you enter and one of the outskirts' few inhabitants, a hitchhiker, is actually a werewolf. I'm just glad that we never ended up in the lake.

DIRT ROADS

The roads in the forest are not paved, but are very much haunted. You'll acknowledge your mistake right as you enter the forest.

Cursed Trees

I can personally attest that I swore that the trees were watching our every move. Well, it turns out that it was more than a feeling. Due to a curse that was placed on the forest years ago, the trees apparently can watch your every move. So it seems that the tree that I saw move was not just some trick of the light!

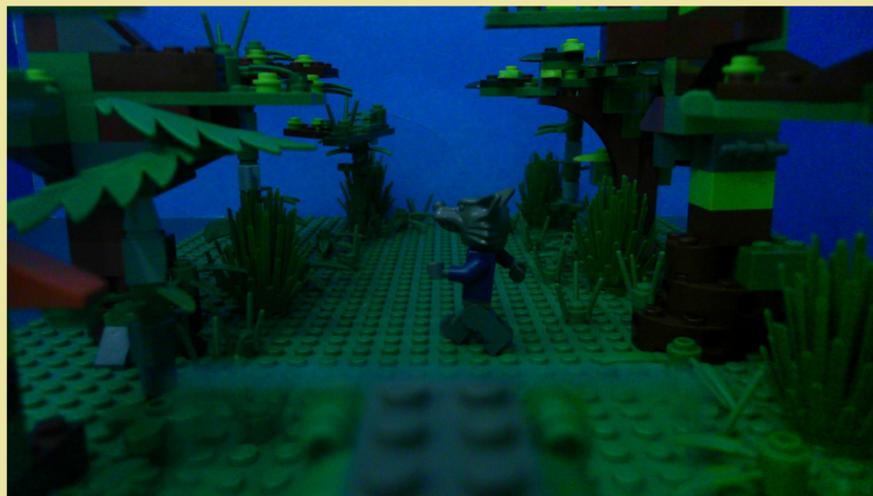
Hitchhikers

It is said that the trees are not the only beings cursed on this road. The road is said to also be haunted by a hitchhiker who died in the forest after encountering the Shrieking Labyrinth of Kudzu (more on that later).

The hitchhiker that we saw was thankfully not this

ghost. However, it did turn out that the person that we saw was a werewolf! My husband, Leo, thinks that it was just a big dog, but I know better!

Regardless of who you see on the road here, though, DO NOT accept any invitations for a ride! If you do pick up a hitchhiker on this road, then you may very well be the next person to haunt this road.



WEREWOLF HUNTING GROUNDS

If anyone is a werewolf or is hunting a werewolf, there's a good chance you'll find them here.

Grassy Clearing

This is one of the few clearings in the forest, making it the perfect place for a monster like a werewolf to go hunting. Small animals like rabbits are usually hunted here, but woe any domesticated goat or pig that stumbles over here during a full moon, much less the farmer that comes looking for them.

Werewolves

Werewolves are popular subjects in fiction, but this forest for some reason seems to harbor a horde of them. We encountered one during our trip, which then died in a fire, but it is said that more live in the forest, with this hunting ground as their main point

of gathering.

Why there have been no reported sightings of werewolves outside this forest, I cannot say. All I can say is that, if you ever find yourself in this meadow filled with grass and wolfsbane, you are either already dead or live in mortal fear of the full moon.

LAKE OF DESPAIR

On the edge of the hunting grounds is a large lake that is home to several horrifying monsters. Stay away as much as you can!

Abandoned Cabin

On the edge of the lake is an abandoned cabin, which has been long boarded up and neglected. Even the lakeside dock has begun to sink into the water.

No one knows who originally owned this cabin, but it has been sitting abandoned for at least 50 years, according to many. Despite this, some have claimed to have seen lights turn on inside the building at night, with no one ever entering or leaving the building. Stranger still, all of the doors and windows are bolted or screwed shut.

Lake Depths

The lake itself continuously has a layer of haze across the surface, hiding whatever

is below the water level. Because of that, this is an awful place to take a swim, and probably explains why the cabin is abandoned in the first place.

Hungry Octopus

The lake is also home to an octopus that apparently fits the description of the one that escaped from the Georgia Aquarium several years ago. Alone, hungry, and living in the Forest of Fear, it apparently now will eat anything, including you!

Pretty much everyone in the area fears this lake, as the eyewitness accounts who have seen their friends get eaten by the octopus have described the sight as gruesome to behold.

“My buddy and I were

trying to get out of the forest when he caught his foot on a root and fell into the lake. I raced to get him out, but before I could get to him, an octopus came out and grabbed him. He flailed around and grabbed the octopus' tentacles, screaming for help, but all I could do was watch and shine my flashlight on him. He was pulled under, never to be seen again.”

As you can see, this creature is one that **MUST** be avoided at all costs, unless you want to swim with the fishes. Kidding! The octopus ate all of those ages ago.

02...HIGHWAY 13

What To Do Here:

Drive Down the Haunted Highway of Hopelessness
Have your Blood Sucked at Count Werdna's Funeral Home
Become Part of an Experiment at Billy Lugosi's Scary Laboratory
Be Consumed by Mutant Plants in the Shrieking Labyrinth of Kudzu
See the Foreshadowing at the First Torched Windmill Historical Marker
Die and Get Eaten

At this point, you're now hopelessly lost in the forest. If you have not yet written your last will and testament, now is a good time to do so. Otherwise, the state will probably repossess your belongings.

Here is where most of the monsters dwell, as Highway 13 is the only road cutting through the forest. But as

you drive down this road, DO NOT stop and get out! The animals, the plants, and even the dirt wants to eat you, so don't even think about it!

You'll also find the remnants of an old windmill in this area, overgrown with Kudzu. It's a foreshadowing of what is to come.

HIGHWAY OF HOPELESSNESS

A stretch of road that runs through the heart of the forest, this is where many of the monsters reside.

Gnarled Dirt Road

Like I mentioned before, this road is not paved, but for some reason, this stretch of the road is extremely bumpy and uneven. Some more morbid witness testimonies claim that they are the bodies of all who died there, but the most plausible reason is that tree roots have grown into the road. Still, this is the Forest of Fear.

Hiking Trails to Nowhere

For some reason, there's hiking trails that lead off into the forest, or at least small dirt paths that seem to lead nowhere. Even Leo isn't clueless enough to explore those, but I did see one that lead straight into

a swamp, so avoid these at all costs. Then again, that statement assumes that you were foolish enough to enter the forest in the first place.



COUNT WERDNA'S FUNERAL HOME

This funeral home is the lair of a witty and clever vampire. Don't trust his biting humor.

Like a Castle

Even though this place is a funeral home, the outside very much looks like a castle, except this castle is very low-lying. The whole building is decorated with Gothic architecture and skulls, which should be warning enough.

Main Lobby

This area allows Count Werdna and his assistant Torgo to attend to any guests who have come to spend the night, like Leo and I. Leo never caught on to this, but I knew it was bad news that a funeral home provided lodging.

Underground Coffin Chambers

Underneath the main lobby is an underground network of halls where Count Werdna stores his coffins as he prepares them for sale. He also has a "sample room" as he calls it, where potential buyers can try out coffins for themselves.

Now, at this point, you could be wondering why someone would care about the comfort of a coffin if they are dead, and you would be right. It's actually a ruse for Count Werdna to suck his victims' blood. He tried this on us, but Leo's obnoxious snoring saved us. I have to give him credit, though: the coffins are really comfortable.

BILLY LUGOSI'S SCARY LABORATORY

This Gothic lab is the home of a former Bradford Rant Institute scientist who makes monsters.

Iron Gate Entrance

Entering this lab requires that you step through the iron gate entrance. You can try, but since Billy doesn't like visitors, the gate is usually padlocked shut from the inside.

Trailer Home

There is an old, rusted-out trailer parked here that Billy Lugosi and his assistant Igor call home. It's filled with Billy's stack of magazines, Igor's hump wax, and other private stuff no one really knows about.

Monster Lab

This is where Billy Lugosi builds his monsters in the pursuit of creating the perfect life-form. So far, he

has been unsuccessful, but he tries again month after month.

He usually uses lightning to bring his creations to life via special conductive devices (since lightning alone doesn't work that way), but there are other devices he has experimented with, including his mutation chamber and absorption serum, which were combined together with a

Kudzu-based solution. This resulted in the site covered on the next page.



SHRIEKING LABYRINTH OF KUDZU

Billy's experiment to create a digestion aid resulted in this garden of flesh-eating Kudzu.

What is Kudzu?

Originating in Southeast Asia, Kudzu is an invasive plant that was introduced into the Southeast US to prevent soil erosion, but has since grown out of control. Regular Kudzu can and will grow on anything, sometimes even killing trees simply by shading them.

Billy's Killer Kudzu

What makes this Kudzu unique is that this was originally Billy Lugosi's plan to mass-produce a digestion aid. Instead, he ended up with a meat-eating plant that he tried to dispose of. However, being Kudzu, it grew out of control, feeding on the wildlife and unlucky campers who strolled into the grove. However, since

everyone knows about this grove's carnivorous properties, its growth has slowed in recent years.

Garden Path of No Return

Oddly enough, there is a single path that cuts through the grove, though no one who lives in the area uses it for obvious reasons. It got its name from the fact that anyone who has stumbled down that path has never been seen or heard from again, once again for obvious reasons. Unsurprisingly, rumors have spurred up that these unfortunate hikers now haunt the trail.

FIRST TORCHED WINDMILL MARKER

The site of the original windmill in the forest, it was burned to the ground after Billy showed up.

Memorial Plaque

Standing in front of the site of the windmill is a single plaque commemorating the over 100-year-old windmill that once stood on the spot. No one knows who built it, but it is known that it was burned down when Billy Lugosi's first monster got inside and the angry mob that formed burned down the structure with the monster inside.

In case you were wondering, according to my research, this is what the memorial plaque says.

"On this site once stood the original Howling Hollow Garlic Grist Windmill. It was here for a long time, but then in 1995, a guy in a lab coat made a monster that

made it burn down with fire and stuff. Doggone it!"

Foundation

It's hard to see, but the windmill's foundation is still there, though it is fairly overgrown with vegetation. It's located directly behind the plaque and is the only remnant of the windmill left.

Watch Your Step

The plaque sits on the edge of the Shrieking Labyrinth of Kudzu, so watch your step as you approach the historical marker. If you step on a leaf, feel that your foot is stuck, then see vines rapidly growing towards you, it is already too late.

03...HOWLING HOLLOW

What To Do Here:

Try to spend the night at
Washboard Suites

Get lost in the Lumber Yard

Try the food at Bubba's
Restaurant

Try to escape through Downtown

Shriek at the Haunted Outhouse

See the Windmill Villa before it
burns down

Die and Get Eaten



Welcome to
Howling
Hollow

Yes, you are reading this right: there are enough people out there that live in the forest to establish an actual town here. It's not that big and does not appear on any map (the town has no post office), but it is still a town regardless.

Howling Hollow is just as creepy as the rest of the

forest. Yes, no one (at least mostly no one) here wants to eat you, but the way that they looked at Leo and I when we drove into town gave me the willies. I don't think they take too kindly to strangers.

But if you do end up here, at least you can stay in the hotel, assuming you don't get the Windmill Villa.

WASHBOARD SUITES

This is where we tried to spend the night, but we ended up in the Windmill Villa (more on that later).

European Flair

Despite being located in rural Georgia, Washboard Suites' main building looks a lot like an Eastern European lodge, which isn't a bad thing, it's just an observation of mine.

Accommodations

The hotel isn't that big, but at least there's always a room open. The staff, which consists of one farmer, is very friendly at least, though it's probably a good idea to check out when he starts offering you his wife's vittles.

The rooms themselves, while clean, haven't had their accommodations updated for over fifty years. Phones are present, as are beds and tables, but

if you want a refrigerator, a computer, wi-fi, digital clocks, front desk speed-dial, a television, modern wall outlets, air conditioning, modern lighting, any clock, hot and cold running water, soap, disposable cups, reading material, and a shower curtain, you're out of luck.

Wolfs-bane Closet

What the rooms lack in standard amenities, they make up for in the form of monster repellents. While most hotels have small closets in their rooms, this one has a floor-to-ceiling medicine cabinet of fantastic potions and gear intended to drive away any monsters that decide to come too close for comfort. Utensils and potions such as wolfs-bane, torches,

lighters, pitchforks, garlic, silver stakes, witch's brew, fungal herbicide, eye of newt, and a cape that has a pair of giant red hands printed on it are provided in every room for free. Potions that do other things, such as love potions and shrinking pills, are available at the front counter for a nominal fee.



LUMBER YARD

Howling Hollow has no industry to speak of, so many imports, such as wood, are stored here until they are put into use.

No Trespassing

I've mentioned several times that this forest is a place you shouldn't go, but this place is the only place in Howling Hollow where you can't go. Unless you work for the Lycan Works Supply Company, you won't be allowed inside. At night, no one is allowed inside at all, as the front gate is padlocked shut.

Lumber Piles

Most of the supply that the company gets is lumber, which is reportedly trucked in to repeatedly rebuild the windmill behind Washboard Suites, as that place is famous for burning down.

Throughout the piles, stacks of wood boards are lined up in columns based on size,

length, species of tree, and more, so that any specific piece of wood can be found.

The Lumber Yard Haunting

But, this being the Forest of Fear, this place is said to be haunted by the ghost of a worker who was caught in a workplace accident due to an equipment malfunction.

According to the story, the worker was a forest resident named Clara Dunkinkle, who was fulfilling an order for more wood for rebuilding the windmill. However, as her forklift started to malfunction, the arm twisted back and crushed the cab, killing her instantly. To this day, workers claim to smell her perfume at the site of the accident by day and see a

faint glow on the site of the accident by night.

Distribution Center

This is where the rest of the goods are sorted out before being sent into town for sale or for other reasons. This place also serves Internet orders into town, where workers may or may not open boxes from Amazon.com to read the books inside before they are sent to their buyers.

BUBBA'S RESTAURANT

The only fine(ish) dining in town, Bubba's Restaurant is a local favorite whose chef is said to have been hired due to an internship mix-up.

Very Rare Food

We didn't eat here, but the food is reportedly very rare, unless a customer requests it cooked more thoroughly. Some people say that the reason for this is that the restaurant's chef, a pale man named Mr. Yula, is actually a vampire, but few people actually believe this (I am one of the few exceptions).

The selection is fairly extensive, serving up a supernatural barbecue flair with dishes like mummy-wrapped steak sirloin, southern Gothic-fried pork, fang bite burger, swamp spaghetti pesto, chili kelp wrap, howling fried chicken, pork belly spirit sliders, and much more.

Children's Menu and More

Yes. This place does have a small menu for the little ones, as well as adult libations. Children can expect to eat items like ghoul cheese sandwich, batty burger, tentacle tortellini, fang fruit salad, and other items.

If your old enough, there's enough for the adults to swing one back and try to forget that they got themselves into a forest where everything wants them dead. Alcoholic beverages include Witch's Poison, Apple Cider Kick, Blood Red Wine, Ghostly Wail, Windmill Fire, Woodsville Wailing Moonshine, and others. Most locals go for the beer, however.

Old-Time Atmosphere

The restaurant is built into an old Antebellum plantation house that has since been overtaken by cobwebs, kudzu (the non-mutated type), and the alleged ghost of the home's original owner. The dining areas and kitchen are fairly well kept-up, but no one, not even the staff, dares to go upstairs, which is saying something, considering that their head chef is a vampire.

DOWNTOWN

Want to shop? Want to eat? Want to get out of here as soon as possible? Downtown is the place to do this and more.

Crossroads

Downtown is situated at the only crossroad in town, which boasts many of the town's amenities and businesses. It's just down the road from Washboard Suites and leads to the fastest way to get out of the forest.

Because of that, this area gets very busy, since this is the only really safe way to get into town. Most of the people here know each other, and the barber who has his shop on the corner considers his customers to be his family.

Fast Food

There are a few chain restaurants in town, such as Chick-fil-a and Hardee's (Carl's Jr. for any non-

southerners), as well as the Small Animal Hunter's Society, which is a club that hunts quick animals for sport and food. Hey, I did say fast food, didn't I?

Shopping

Dollar General is in town, along with other local businesses, including a pawn shop which the owner says sells trinkets from worlds beyond. He says that he has a back door that allows him to collect his merchandise, but even I find that hard to believe.

The town also boasts its very own sweet shop, with frightful treats that look like something from a Halloween shop. But they are just pieces of candy (I hope).

Entertainment

The town has only one real entertainment complex: the Howling Hollow Repertory House, which proves that even a place as deplorable as this forest has culture. Rotating shows once every two months, the theater brags about their anti-discrimination policy, saying that they do not discriminate their cast based on race, gender, sexual orientation, handicap, age, height, weight, state of zombification, diet, length of canine teeth, wolfish behavior, and other attributes. However, the theater is best known for prematurely ending their run of "Romeo and Juliet," when the actor playing Romeo ingested real poison and died onstage. His ghost now haunts the theater.

HAUNTED OUTHOUSE

If you've ever dreamed of going off screaming after going, then eat chili peppers and beans! Don't go here!

Haunting History

Just like the windmill, this is not the original outhouse to sit on this site. Several years ago (the exact year is disputed), an unknown man was using the bathroom late at night in this outhouse when he heard a howl. Frightened, he lit a match to see what had happened, but it just so happened that his going had caused an excessive amount of methane gas to build up, meaning that the match caused the gas to ignite, blowing up the man and the outhouse.

The outhouse has since been rebuilt, where young and immature teens dare each other to use it or make farting noises around it, much to the annoyance of people who actually have

taste, like myself.

However, at least one person has said that, while using the outhouse one night, they heard a disembodied voice say "What did I eat?" and "Who's there?" Perhaps this ghost is reliving the moment of his death for all eternity.

Box-Like Structure

The structure itself is pretty unimpressive, with it being just three walls of plywood, a door with a crescent moon-shaped window, and a flat roof with a small chimney-like vent sticking out. You don't get any more stereotypical than that.

Haunted House Fund-raiser

Every year in October, the Howling Hollow Repertory House turns the grounds around the outhouse into a scary haunt maze. Admission is \$3 per person, with the proceeds benefiting charities such as the Player's Guild of Howling Hollow, Forest Society of Thespians, Theater Actors' Grocery Fund, and other tax-exempt ways for the theater to profit.

THE WINDMILL VILLA

This exclusive room at Washboard Suites, a replica of the original windmill, has been rebuilt as many times as there are monsters in the forest.

Accommodations

This Windmill Villa at Washboard Suites has the hotel's best accommodations: modern lighting and clocks, deluxe flat-screen TV, in-room refrigerator, deluxe dual beds, fully-stocked bathroom, premium monster repellent closet, second floor balcony, and more (still no wi-fi, though).

So, why does this secluded room have such modern accommodations, you may ask. Read on to find out.

Monthly Windmill Burning

Every month, Billy Lugosi attempts to create his very own life form, with mixed results. Every month, the residents of Howling Hollow

find this out and form an angry mob. Every month, said angry mob chases Billy Lugosi's creation into the Windmill Villa. Every month, said angry mob throws its torches and gas cans at the Windmill Villa, setting it on fire. Every month, the Windmill Villa burns to the ground, leaving nothing behind (though Leo and I did manage to escape when the windmill burned down around us).

Because of this, the owner of Washboard Suites gets all of his lumber at a discount from Lycan Works, with the city government reimbursing him for the damages. Rebuilding the windmill is even considered a community event.

Select Availability

After the incident where Leo and I almost died in the windmill fire, Washboard Suites now makes the Windmill Villa unavailable on nights where lightning is fore-casted, which Billy could use for another experiment. Because lightning can be frequent in the region, especially in the early summer, this room's availability can be spotty at best, and closed for months at worst.



04...NOTABLE FIGURES

What They Do Here:

Suck Blood

Eat Rabbits and Cows

Perform Wild Experiments

Hunt the Undead

Hunt the Living

Die and Get Eaten

With its, er, unique collection of inhabitants, the Forest of Fear has produced a few local celebrities, which are detailed here. Some we met, some we didn't meet, and some I'm glad we didn't meet.

Many members of this list are notable monsters, but I've also included noted

community members, as I have found some information regarding these inhabitants. Feel free to find out about these people and discover their bizarre histories.

COUNT WERDNA

A former aristocrat, Count Werdna came to America to open a funeral home. Don't trust his wit and bite.

A Biting Host

Count Werdna owned the castle-like funeral home along the Highway of Hopelessness that I described earlier. Like I also mentioned earlier, Count Werdna was also a vampire, who used his funeral home's sample room to lure in visitors so that he can drink their blood. Leo really should have seen that, but I'm getting off-topic.

Count Werdna was once a count in what is now Moldova, until he was turned into a vampire around 1806. Soon after, he immigrated to Georgia and founded his funeral home as a way to get a fresh supply of blood. Throughout the years, he's had assistants help him lure people in.

Now Truly Dead

What sets this notable figure apart from the rest in this chapter is that this is the only entry here that is truly dead. Not in the undead sort of way, but truly dead. You see, as the morning came, Count Werdna was going to attack us one last time outside the windmill when vampire hunter Arthur Van Helbrick jumped to the rescue, killing Count Werdna and chasing off his assistant, Torgo.

At least you can rest easy, knowing that this monster is now truly gone. While Mr. Yula from Bubba's Restaurant may also be a vampire, he is not malicious like Count Werdna was.



TORGO

A satyr who tries to be of service, Torgo was once Count Werdna's assistant and caretaker of his funeral home. He also has giant kneecaps.

Sheepish Assistant

Yes, I know that satyrs have the legs of goats, but I couldn't pass up the opportunity for that sub-heading. Sorry. Back to the subject.

Torgo is a satyr who loves one thing and one thing only: money. As long as he's being paid, he'll do whatever menial task you throw at him, such as cleaning out coffins, scrubbing bathrooms, and more.

No one knows how he came under Count Werdna's employ or where he came from, but while Count Werdna craved the blood of his victims, Torgo craved the money the count had hoarded for all those years.

Knees' Blues

Torgo is best known for having gigantic kneecaps, which heavily impair his walking. Because of this, he has to walk with a cane to keep from toppling over and would never travel far in a day's time.

Re-employed

Now that Count Werdna is dead, Torgo wandered the streets, looking for a good-paying service job. He eventually ended up in Florida, supposedly, to get into the cruise line business. From what I read, he was successful enough to open his own coastal tourism business, and...wait. Was that Torgo that I just saw during our recent vacation in Miami?



ARTHUR VAN HELBRICK

This seemingly-ageless vampire hunter has dedicated himself to protecting Howling Hollow.

Respected Vampire Hunter

Probably the only notable figure in this forest that I was glad to see, Arthur Van Helbrick is a noted local vampire hunter who keeps the monsters in the surrounding forest at bay. Acting as Howling Hollow's night watchman, he is the only member of the community that goes out after dark by his own will.

Strangely, he is not as active in the community during the daytime, preferring to stay at home during the afternoon, frequently being most active after dark. Why this is, no one really knows, and no one has dared to ask him.

Trained with the Best

According to official records that exist about Arthur, he was one of the fabled Monster Fighters who, under the leadership of famed monster hunters, prevented the eclipsing of the sun, which would have plunged the world into eternal darkness.

But in my research, that raised even more questions. That happened in 1938, which means that Arthur has to be around retirement age. But when we saw him in 2011, he looked no older than thirty. Is he ageless? Is he a monster? I don't know, but he saved us from the forest, and that's all that matters.



PROF. BILLY LUGOSI

A former member of the Bradford Rant Institute, this truly mad scientist repeatedly tries to reanimate the dead, with predicable results.

De-B.R.I.C.K.-ed

Professor Billy Lugosi, the mad scientist who created the monster that the angry mob wanted to destroy, was once a member of the Bradford Rant Institute of Cosmic Kinesis, a lab that focuses on theoretical sciences that everyone else considers too far-fetched. But Billy's plans to revive the dead went too far for even them.

His 1994 experiment, using the carcass of a vicious hamster, went haywire, making it grow to fifty feet and rampage across LEGO City (a city on the coast of central California). A karate nanny finally ended the rampage and Billy was ousted, at which point he went to the Forest of Fear to continue his experiments.

Yes, that is just as ridiculous as it sounds, and it sounds more ridiculous when you type it out.

Current Experiments

Since arriving in the Forest of Fear, he has repeatedly tried to reanimate the dead. It usually works-ish, but said creation usually rampages and causes the locals to form an angry mob, which causes the demise of both the creation and the Windmill Villa at Washboard Suites.

Beyond that, he has also performed other disastrous experiments, such as his plans to create a plant-based digestion aid. The result was mutant, flesh-eating Kudzu that now grows wild in the forest.



IGOR

Billy Lugosi's hump-backed laboratory assistant knows that he's the one with the actual brains and common sense, though Billy denies this.

Just A Hunch

Igor's early life is somewhat shrouded in mystery, as no records exist of his birth parents (some believe that they disowned him for being deformed). What is known is that, despite living in a foster home in Savannah, Georgia for his childhood, he always saw himself as one day winning the Nobel prize in science. He devoted his life to learning everything there was to know about science, and became quite knowledgeable in it.

After graduating from the University of Georgia, he tried to get a teaching job in Atlanta, but was rejected several times on the grounds that his hump-backed posture might scare little kids.

In 1996, he heard that a scientific firm south of Atlanta was looking for someone with his knowledge, so he packed up and made his way to the facility. But on the way, he was misdirected by a mad man in a white suit (Billy Lugosi) into the Forest of Fear. Missing his interview, Billy told Igor that, with a name and posture like that, his only future was helping him bring the dead back to life. With nowhere to go, Igor reluctantly agreed to help Billy Lugosi.

The Real Brains

However, it quickly became apparent that Igor was the smarter of the two, so Billy made sure that Igor only performed menial tasks that wouldn't make him

look bad. This is much to the annoyance of Igor, who still wishes to engage in the scientific community and win a Nobel Prize, something that he has written extensively about on his blog "The Pains and Woes of Being the Assistant for a Lunatic."



SLENDERMAN

Little is known about this pale-faced entity known as Slenderman. All that is known is that if you see him watching you, it is already too late.

Faceless Fiend

Details are spotty about this legendary figure, and even we never saw the faceless abomination known as Slenderman. This is most certainly a good thing, especially if the few existing details are accurate.

As mentioned, Slenderman has no face, but always seems to know where you are going. Some have said to have seen Slenderman appear out of basically nowhere, only giving them enough time to escape.

What is his end goal? No one really knows, but some of the residents of Howling Hollow who have gone out to find him have either disappeared or have come back different...somehow.

Pop Culture Horror

Outside of the Forest of Fear, Slenderman has a bit of a reputation as a fictional horror entity that has spawned video games, creepy-pastas, stories, movies, and way too many screamer videos (I may or may not know that from my Internet research).

Part of the reason that I could not find a motive for his actions is because his fictional depictions intentionally leave out that information, just to make things more mysterious. But there is one thing that I can say: the memes need to stop now.

SHERIFF BARLEY

This champion of the law upholds the legal system in this town alone...until an angry mob forms to destroy Billy Lugosi's latest creation.

A Tragic Story of Crime

Sheriff Barley's past is one that is filled with strife, and he claims is the reason why he is such a stalwart cop (Until Billy creates a monster, that is).

According to a bulletin posted in the local newspaper *The Howling Hollow Wail* during his campaign for sheriff, Sheriff Barley used to be indifferent towards law enforcement, instead caring for his precious sheep farm. His sheep soon became renowned for their prized wool and adorable bleats at the county fair, making him something of a target for jealousy.

However, just shy of his 16th birthday, he was grieved to discover that

his entire flock had been slaughtered. Most of the townsfolk assumed that a werewolf had eaten the flock, except for Arthur Van Helbrick, who assured him that this was not the work of a monster.

It soon turned out that it was not monster activity, but an extremely jealous fair rival, that had murdered his flock. Grieving, Barley vowed to never allow this to happen to anyone else. And with that, he began to focus on law enforcement.

Submitting to Mob Rule

Most of the time, Sheriff Barley upholds the law, ensuring that no one ever gets into trouble. However, there are also times where Billy Lugosi creates another monster, which results in an

angry mob.

In these instances, Sheriff Barley will completely disregard the law in favor of joining the angry mob, police baton in hand. Once the monster is destroyed, he goes back to his duties.

Daily Activities

When he's not helping an angry mob burn down the Windmill Villa, he partakes in fairly boring duties. Since crime is extremely rare in Howling Hollow, he usually ends up having to hand out tickets for speeding tractors and unauthorized spitting.



CHEF DRACO YULA

A contemptuous vampire who easily bores and likes to think on his feet, this blood-sucking chef came to Howling Hollow after an internship.

Is This Dracula?

The life of Mr. Draco Yula before he appeared in the U.S.A. is shrouded in mystery, but there have been some reports and conspiracy theories among monster enthusiasts that this is actually Dracula. Are they right? Who knows?

The story claims that he's actually Vlad the Impaler, who was somehow transformed into a vampire around his historical death (considering Vlad's history, this would not surprise me). Then sometime in the early 2000's, he came to America, mainly to feed.

A Culinary Arts Intern

What is known is his first confirmed appearance, which was at the College

of the Canyons in Valencia, California. Reports state that a career advisor, having no idea who was looming over her, signed him up for a culinary arts internship through the college's internship program.

The details about the time between his internship and his life after college are sketchy, but it is confirmed that he ended up leaving the west coast behind and started flying towards Howling Hollow. Apparently, he liked the atmosphere of the town and decided to stay.

Chef Extraordinaire

After he settled down, he discovered that he had learned far more about cooking during his internship than he ever

imagined that he had. He started to impress Count Werdna and Torgo with his cooking, and while they had a falling out after Draco started to like the taste of his food over human blood, they all knew that he was on to something.

Shortly after this, the head chef at Bubba's Restaurant died after he tried to make a soup out of Billy's mutant Kudzu. With a position open, Draco took the job and updated the menu, and now Mr. Yula's dishes are enjoyed by many locals.

05...LOCAL CULTURE



What They Do Here:

Bring the Dead Back to Life
Torch the Windmill Villa
Duel Each Other with Banjos
Die and Get Eaten

Yes, the residents of Howling Hollow celebrate the same holidays most Americans celebrate (especially Halloween), but there are a few local traditions that are notable enough to include in its own section. Most of it hinges around Billy Lugosi's experiments going wrong and happens on a monthly basis, especially the

torching of the Windmill Villa.

Also covered here is some of the community's general culture, mostly that which is unique unto itself.

CREATION EXPERIMENTS

Once a month, Billy Lugosi tries to create a new monster, with predicable results.

Almost Always a Monster

Whenever Billy Lugosi performs another experiment, it is almost always a variation of his plan to, as he calls it, "create the perfect being, capable of loving and caring." 11 times out of 10, he creates a clueless monster that stumbles into Howling Hollow and incites an angry mob. For some arbitrary reason, all of Billy's creations are afraid of, and weak against, fire.

But Sometimes, It's Something Else

Like mentioned, there are a few times that Billy's experiments were not about creating a human being. Most notable, as

mentioned before, was his digestion aid that turned into the Shrieking Labyrinth of Kudzu. Other notable experiments since arriving in Howling Hollow are monsterizing living humans (with predictable results), making a perpetual motion machine (with predictable results), and making the perfect cleaning solution (with predictable results).

Event Schedule

There is no scheduled day for Billy's different experiments, but check the weather forecast for the region, as Billy usually works whenever a lightning storm passes through.

MONTHLY WINDMILL TORCHING

Whenever Billy Lugosi creates another monster, the result is always this event.

Angry, Angry Mob

An angry mob will ALWAYS form whenever lightning strikes Billy's Laboratory, causing all forms of legal ordinances to cease to exist, just to hunt down the monster that Billy created. Even Sheriff Barley will join the mob and track down the monster. Said monster will then ALWAYS enter the Windmill Villa at Washboard Suites, which the mob will proceed to burn down.

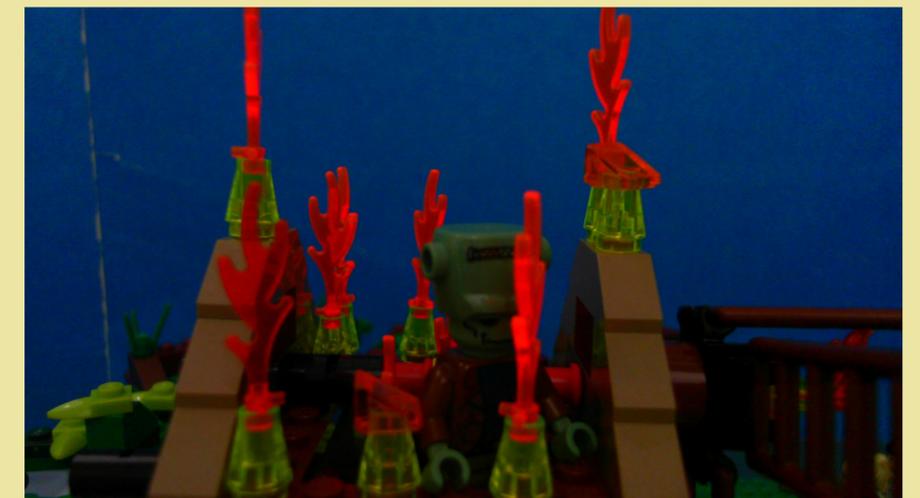
Don't Get Caught on Fire

As mentioned before, the windmill is a room at Washboard Suites, so stay in this room at your own risk. On the other hand, like mentioned before, this room is now unavailable on

nights where lightning is fore-casted, just in case an angry mob forms.

Event Schedule

Again, there is no schedule for this event, but it ALWAYS happens after Billy Lugosi performs an experiment.



BANJO DUELS

Whenever no one is hunting down monsters or burning down the windmill, the locals like to partake in banjo duels.

Playing a Mean Banjo

The town has a few rival banjo players, who will occasionally challenge each other to banjo duels. We just so happened to be passing through during one such tournament, and I must say, the competition is about as heated as it could get for a banjo duel.

Usually, the banjo duels are held in the parking lot for Washboard Suites, but the duel will move into the lobby in the event of rain or monster activity.

Duel Championships

Once a year, every participant will gather inside the Howling Hollow Repertory House for the Banjo Dueler Championship. The winner

is crowned “Banjo Twinger of the Year” and wins a set of theater tickets for the next three shows.

Event Schedule

Again, outside of the championships (which occur every March 10), this is not something that is set for a specific date, but the duels happen at least once a month. Additional duels can occur to break tied duels or if two banjo players

begin to argue over literally anything.



CONCLUSION: ARE YOU CONVINCED?

With all of this terror in one place, you can easily see why you should NEVER EVER go inside this forest, unless you want to seriously tempt fate.

Yes, some people may find a thrill in going into someplace like this, but do as I suggest and go to a place LIKE this, NOT the Forest of Fear!

Now, keep in mind that the surrounding places are safe and I highly recommend visiting those places. Just remember to stay on marked roads that can be found on any reliable map.

For those of you who do make the same mistake that we did and end up in the Forest of Fear, fear not, because there are ways that you can survive, like we did. They are:

- 1: Get lucky.
- 2: Move quickly.
- 3: All of the above.

If you do not follow my advice when passing through the Forest of Fear as outlined in this book, at least you won't be around to leave this book a bad review on Amazon.com.

Then again, if you are the type of person who deals with this sort of stuff every day, then maybe venturing into this forest is for you, or at least getting out is for you. DON'T GO INTO THE FOREST OF FEAR ON PURPOSE! You'll regret it later.

Ah, well. We're safe, you know to stay safe, and we're back up in New York City at the deli we own. If we ever go on vacation again, we're going to

someplace closer. Maybe I should tell Leo about Shadyville, a small town up in Vermont. It's quiet, tranquil, I can actually find it on the maps I have, and they have a nice hotel that is rarely busy called Shady Acres Lodge. I know Leo loves New England nature, and I do too.

What could possibly go wrong?

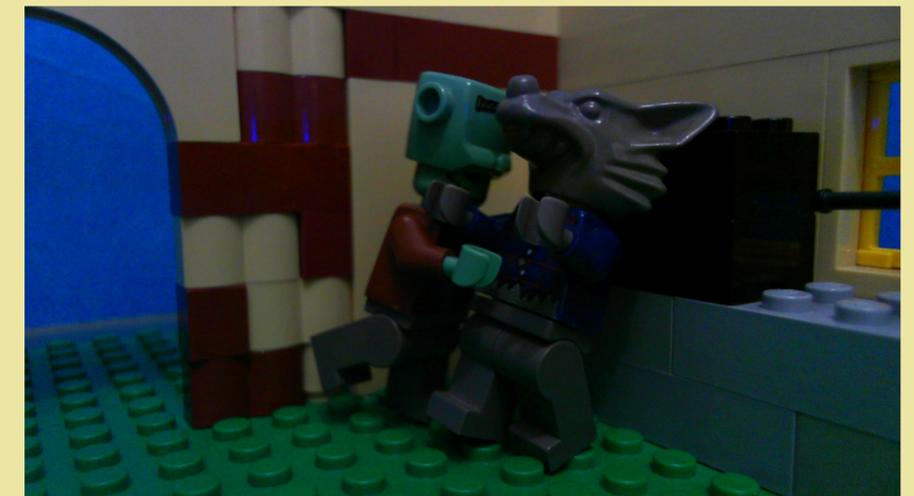
This book was made possible by the legions of Mustache Maniacs Film Co. fans who have followed and engaged with our work since our beginnings in 2004, as well as our online fanbase that continues to grow. We couldn't do what we do without you.

Forest of Fear is our most popular film to date, so we felt that our fanbase deserves to get a closer look into this culture that we created that is only touched upon in the film proper. We had a blast taking the framework established in the film and fleshing it out into its own little world within the official cinematic universe.

Myself, the author, would also like to thank my family for their support and feedback, helping me make this into a stellar and ultimately fun read for fans of the film. This book went through several changes during its development, but one thing that stayed the same was capturing the source material's hauntingly humorous spirit.

I hope you enjoyed reading this book and having fun in exploring the world of *Forest of Fear* in ways that the movie could only suggest.

Until next time, Andrew Bermudez



BEWARE THE HAUNTED FOREST!

Have you ever heard of the Forest of Fear in the U.S. state of Georgia? Whether or not you have, this book contains everything you need to know about this haunted forest and the town of Howling Hollow.

In this all-new “don’t travel there” guide, Mary Rawlins shares her experience of nearly being eaten alive in this forest with her husband Leo, along with all-new information about chilling sights and terrifying sounds that the couple had the fortune of not experiencing.

Whether you’re a fan of the paranormal or an armchair traveler, the author hopes that this book will convince you to never enter the Forest of Fear.



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