

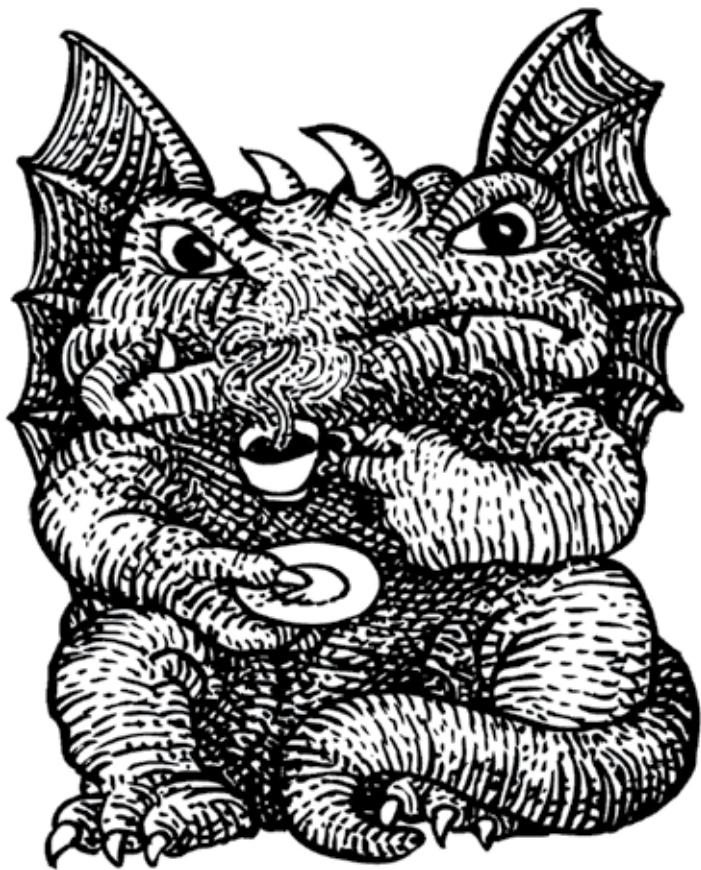
Rastko Ćirić

OGRES & BOGIES  
SELF-DEFENCE  
MANUAL





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### OGRES & BOGIES / BOOK

Text A. Peragrash (Alexander Palavestra)

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### OGRES & BOGIES / EXHIBITION

of drawings by Rastko Ćirić

Belgrade 1986 (Graphic Collective, Belgrade); Kopar, Slovenia 1987; Ljubljana, Slovenia 1988; Annecy, France, 1989; Orleans, France, 1989; Vranje, Serbia, 1990.

### OGRES & BOGIES / ANIMATED FILM

Produced by Avala Film/Avala Animation Atelier

1989, 9:00, 35mm, colour

Festivals: Belgrade, 1989 (Large Golden Medal Award), Annecy 1989 (competition), Bratislava 1989 (diploma); Titograd 1989 (Award for design); Montpellier 1989, Orleans 1989; Varna 1989, Stuttgart 1990 (competition), Titograd 1991, Viareggio 1999, Zagreb 2006, Hiroshima 2008, Seoul 2009.

OGRES & BOGIES MANUAL / First version, 1989

Catalogue for the Annecy festival exhibition.

In making the short descriptions and advice from this booklet, the texts from the following books were used: **SERBIAN MYTHOLOGICAL DICTIONARY** by Š. Kulišić, P. Ž. Petrović and N. Pantelić and **MYTHOLOGICAL CREATURES FROM THE SERBIAN TRADITION** by S. Zečević.





Rastko Ćirić

# OGRES & BOGIES

## SELF-DEFENCE MANUAL

GENERAL PICTORIAL OVERVIEW  
OF SOME STRANGE CREATURES  
FROM THE BALKANS AND RELIABLE  
METHODS FOR SELF-DEFENCE FROM  
DIFFERENT DEMONS AND UNCLEAN  
FORCES, FOR INDIVIDUALS AND  
ORGANISATIONS.



Name of the creature **GHA**ST

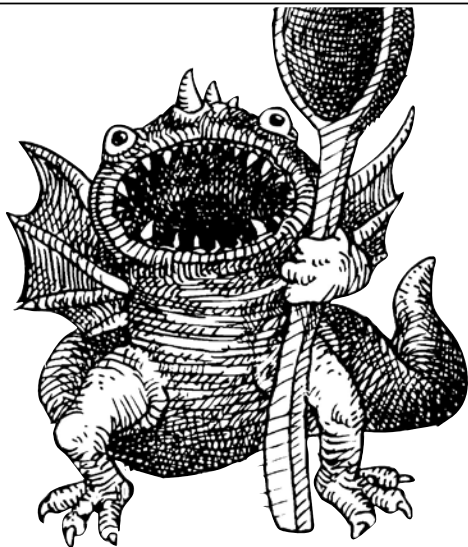
Description **Some shadowy, goggle-eyed bony creature**

The way of action **Ghasts live in abandoned houses where they strangle their victims.**

Countermeasure **They are bothered by the light, especially by the Sun.**



**A cross, garlic and mantras also help.**



Name of the creature **GUZZLER**

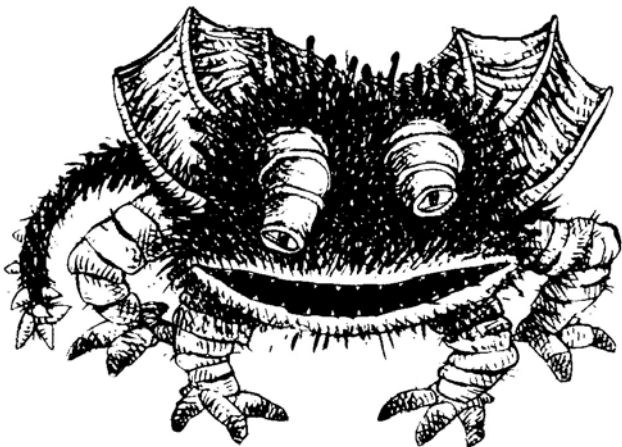
Description **Huge and strong dragon-like creature.**

The way of action **Always carries a big spoon to be able to eat as much harvest as possible. The remains she destroys by calling the black hailing clouds, thunders and storm.**

Countermeasure **Not to stir water. Before the storm-clouds appear, take out in front of the house a table**



**with a bread, salt, black-handled knife and an axe with its blade turned up.**



Name of the creature **BUGBEAR (ANATHEMA)**

Description A damned creature with an unusually big head, small eyes and tiny sickle-like teeth.

The way of action Frightens with her head, sucks the life out with her eyes and devours with her teeth. Has a power to turn male into female and vice versa.



Countermeasure **Defend yourself with a cross and prayers. It helps if one knocks three times on a stone.**





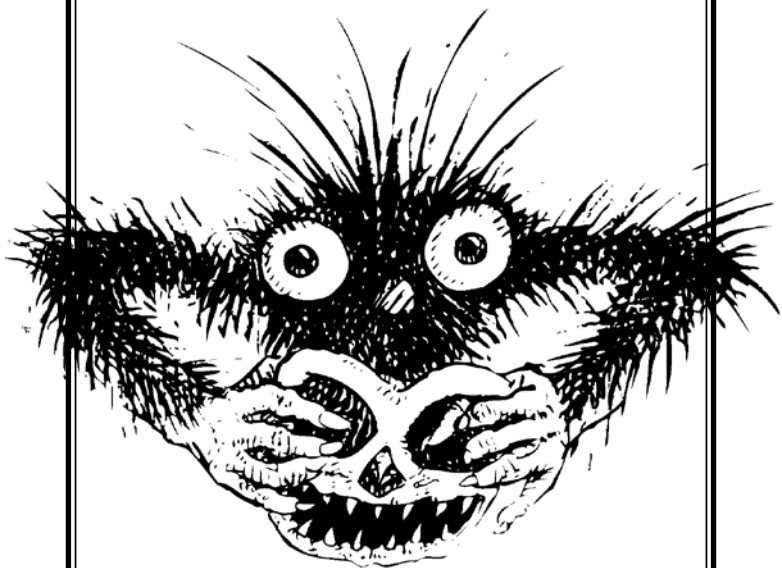
Name of the creature **HORNY HAG**

Description Looks like a toothless old hag with ugly face and horn on her head, for frightening children.



The way of action She collects naughty children and drags them back to her lair.

Countermeasure **Do not show any fear.**



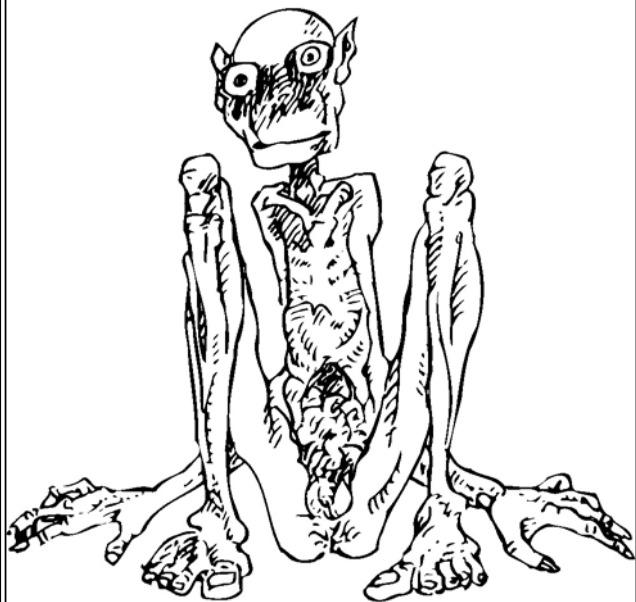
Name of the creature **BOGIE**

Description **A scarecrow in an animal-like shape.**

The way of action **He infuses fear into little children and adults. During the day he hides in the dark places, lurking and stalking his victim which he would, as it is wrongly considered, drag away and devour.**



Countermeasure **He may be chased away by screaming, banging and light.**



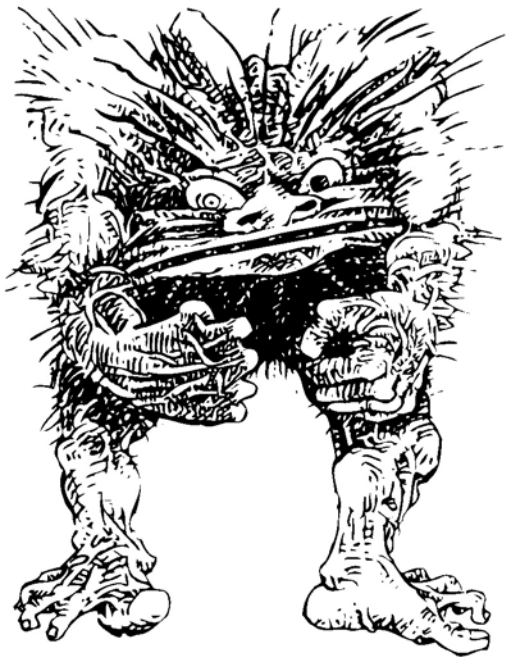
Name of the creature **WRETCH**

Description An unearthly, poor looking creature.

The way of action It travels throughout the world, attacking and torturing people. They say that "W. will follow a man from cradle to grave" or "W. has found him".



Countermeasure A sufficient quantity of money, luck and wisdom.



Name of the creature **RAGE**

Description **Un**visible or badly visible evil spirit.

The way of action It enters into a man or an animal who then becomes rabid.



Countermeasure **Do not spin wool on the eye of the sabbath, and do not spit into the fire.**



Name of the creature **VAHDA**

Description **Cave spirit of a frightening appearance.**

The way of action **He frightens the visitors in caves, which are being chilled to the marrow of their bones.**



Countermeasure **Strong light and worm clothing.**



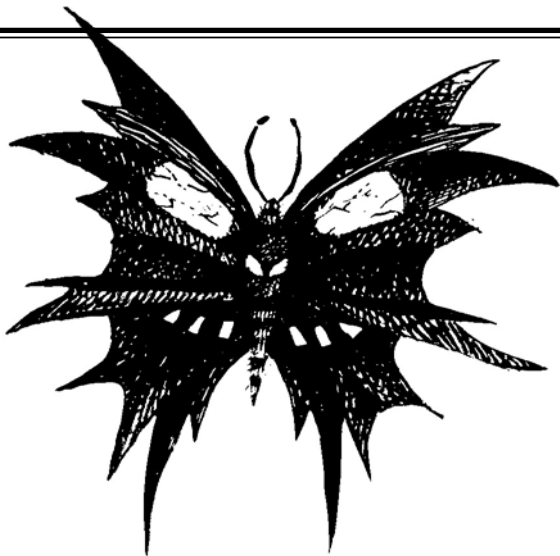
Name of the creature **VAMPIRE**

Description A corpse possessed by "some evil spirit", so he emerges shrouded from his grave. He looks like a bloated goatskin, has no bones, is full of blood and is always red.

The way of action Goes from house to house, annoys people and sucks their blood.

Countermeasure Good protection are cross, garlic and fire, but a prayer, bad word and physical resistance also help. Vampire is scared of sharp objects like weaver's comb, axe or black-handled knife, and he could be most easily killed by the hawthorn stick.





Name of the creature **VAMPIRE MOTH**

Description Every vampire is inhabited by one or more vampire-moths who leave him by the way of the mouth.

The way of action If escapes, it may continue to do evil to the living.



Countermeasure When killing a vampire one must be certain to kill the moth as well.



Name of the creature **WATERMAN**

Description It is believed that he became out of a drawn man\* that came into life.

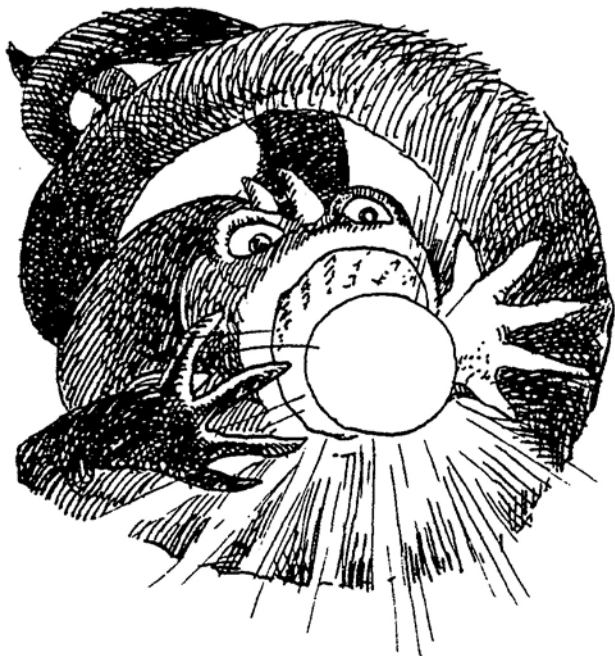
The way of action He lures people and draws them.

Countermeasure To be cautious while passing across a river on a log, and during a boat ride do not put your fingers into water.



\*There are three sorts of "dangerous" dead people: suicides, drawn ones and dead unbaptized children.





Name of the creature **SUNEATER**

Description **Flying, voracious monster.**

The way of action **Likes to devour the Sun.**

Countermeasure **When the eclipse comes, one should loudly bump metal heath objects, and different chatterboxes.**





Name of the creature **IRONJAWS**

Description A granny used by people to frighten their children, especially little girls spinning wool.

The way of action Ironjaws carries a cauldron of live coals and burns the fingers of those little girls who do not spin well.



Countermeasure Spin wool correctly, and, in general, behave nicely.



Name of the creature **BAWLER**

Description **Monster** born from the soul of a child who died unchristened. His body is striped, long and thin, spindle shaped with a large head.

The way of action **He** appears in graveyards or streams where he cries out with different animal voices.



Countermeasure **He** is afraid of dogs.



Name of the creature **HAIRY RIDER**

Description A black spectre with red eyes and long arms.

The way of action She often sits on the front doorpost and when someone comes out she throws a cauldron over his head and rides him along the river, but when a rooster sings she let the person go.



Countermeasure To defend yourself against the Hairy Rider, use a shaft, salt and bread.



Name of the creature **MORGAN (KEMZA)**

Description **A water monster from the Sava river near Šabac. Morgan is human-like, with a snakey tail.**

The way of action **He lures swimmers into whirlpools where he entangles them with his tail and draws.**

Countermeasure **If a man find himself by the river, he should crossed himself, especially if he wanted to dring water. God help the swimmers.**





Name of the creature **SORCER**

Description A little creature who carries a lot of magical ingredients for the casting of spells: needles without eyes, nail parings, grey hairs, black wool, etc.

The way of action When he intends to do mischief to someone, he knows which of the ingredients to use and for which evil to use them.

Countermeasure The victims should address a priest.



After the prayer they would throw out all the objects with which they were bewitched.



Name of the creature **GLOOMFLYER**

Description **A flying demon of the vampire type.**

The way of action **They fly by night in groups, throw fire and poison water.**

Countermeasure **Gloomflyer are first sensed by dogs, that become uneasy. For defence one can use most of the methods as for the vampires. It also helps if a**



**hawthorn stick was sewed in clothes, or a four leaved clover in shoe.**



Name of the creature **AVISPOOK**

Description A soul of an unchristened child possesses a bird which thus becomes Avispook.

The way of action **By** night, it screeches with different animal voices, and most frequently screams and cries like a small child. It can take out milk to a wet nurse.



Countermeasure When it appears, one must say: "I cross myself in the name of the Father, the Son and the Holy Ghost" and it will disappear.





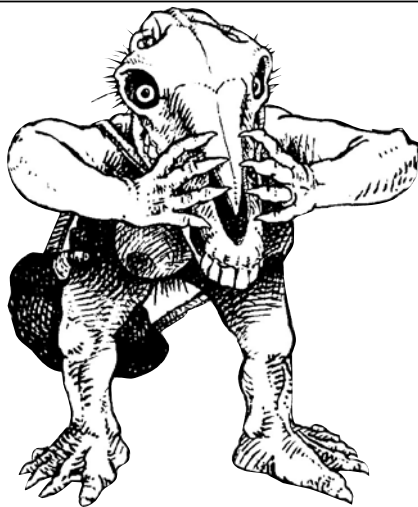
Name of the creature **NIGHT-STUMBLER**

Description **Nightly female demon.**

The way of action **By night, it is attracted by the light from the house, so she wanders through the dark and stumbles dishes.**



Countermeasure **One should hide the light, or, better, to put shades down.**



Name of the creature **SKULLSIPPER**

Description A night creature that can be transformed even into a human being.

The way of action Meeting a night traveller, she makes him drunk with wine. Then she takes him to graveyards or the sites of tall trees. When her companion sobers in the light of dawn, he sees that, instead of a glass of drink, he is holding the skull of a horse.

Countermeasure Modesty in drinking. Good protection may also be a cattle's dropping, as there are always different plants in it, so it is possible that some magical plant finds its way there.





Name of the creature **DASHER**

Description An evil night creature that can be transformed into a sheep, goat, bull or a dog.

The way of action It suddenly runs by a man, who tried to chase it, but can never catch it up. While running after it, the man falls into a trance and the Dasher lures him far away to either a hill or an abyss.

Countermeasure When travelling by night one must cover the "cross on the forehead" with his cap. One should not talk, and it is not bad having some metal object by hand. Sometimes it helps if a part



of clothing was worn upside-down.



Name of the creature **DOGHEAD**

Description **A demon with a body of a man and the head of a dog, with iron teeth.**

The way of action **Dogheads live in caves and are cannibals. They attack people and also dig up corpses in order to devour them.**



Countermeasure **Water frightens them.**



Name of the creature **TENDONNER**

Description A sort of demon who lives in big mountains and hill slopes. Has a piles of tendons on his feet in order not to slide over the mountain slopes and stones.

The way of action If his tendon was cut, he would tear one from a man and make a new for himself.



Countermeasure One should wear within his belt a round stone taken from a place where a hare or any other wild animal passed by.



Name of the creature **THE BAD FRIDAY RIDERS**

Description On the eve of Todor's Saturday there are processions of evil and merciless riders with tails and white cloaks.

The way of action With their heavy hooves they trample over anyone in their way, and they punish without mercy those who put fire outside their homes or spill water on the road.

Countermeasure On Todor's Saturday no trip is recommended. One should put different sharp objects in the window: knives, forks... Children should be given, as a measure of prevention, a good rub with garlic.





Name of the creature **GHOULIE**

Description **Evil spirit who appears in the dead of night.**

The way of action **Ghoulies could be most oftenly met at a crossroads, on dungheaps, ships or in graveyards. They don't attack people, but they frighten them enough to break their bones.**

Countermeasure **Night demons are afraid of the light. By night sometimes it is enough to have a cigarette in your mouth. Smoking itself, of course, is not healthy, so this way of defence is a "two-axed blade".**





Name of the creature **ONE-EYED ANGELA**

Description A female demon, conductor of blizzards.

The way of action She blows the snow deliberately into your eyes.



Countermeasure A special snow glasses.





Name of the creature **MA-LADY**

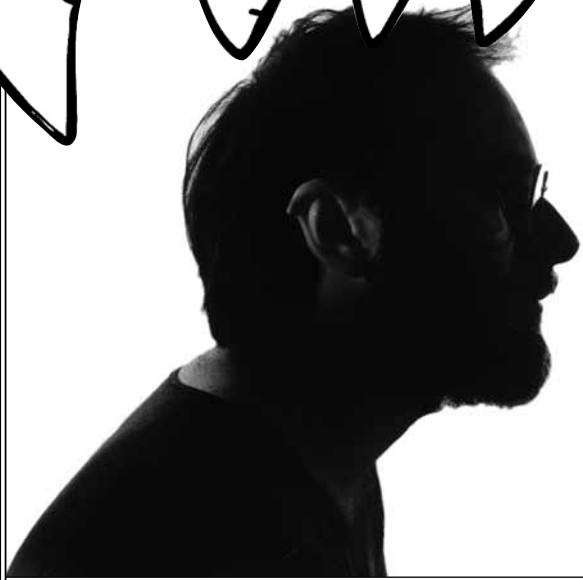
Description That demon in the shape of old ugly goggle-eyed woman with mussed up hair.

The way of action She enters a house from the attic or through the chimney. She carries a pot with arrows with which she kills her victims.

Countermeasure **Do not leave dishes unclean by night. It is not bad to leave in the evening a bread wrapped**



in a clean towel, a stalk of sweet basil and a comb to fix her hair.



Name of the creature **RASTKO ĆIRIĆ**

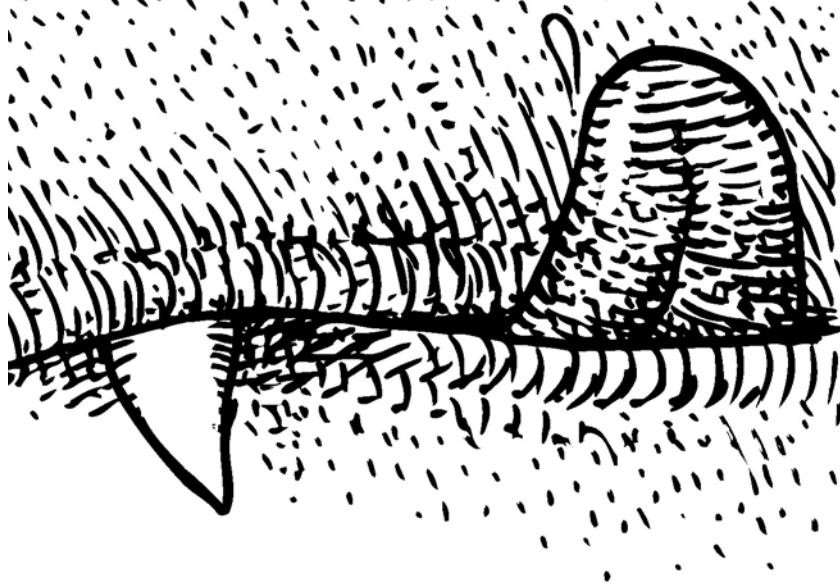
Description Middle height, eyes brown (black in the middle), round glasses, beard and mustaches.

The way of action As a man born on Tuesday he is capable to see the fairy creatures which he draws, and then sells the books with drawings.



Countermeasure **Do not buy and do not read this book.**

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When an author dedicates a book, an exhibition and animated movie to the same topic, it says a lot about the topic itself and its magic. It also says something about the author, his preferences and obsessions. Since it is about demons, bogies and other strange creatures from the Balkans, the challenge is obvious. On the other hand, since the author is Rastko Ćirić, the incident becomes even more obvious. Look at his drawings in the book and in the exhibition, and then look at him at the screen: personally, I bet that the whole phenomenon is primarily autobiographical. One thing, however, remains unclear: who is the parent and who the child who made whom?

## RANKO MUNITIĆ

Ranko Munitić: text for *Ogres & Bogies Manual*, the catalogue for the »Dragons et Croque-mitaines« (*Ogres & Bogies*) exhibition, Annecy, France, 1989.