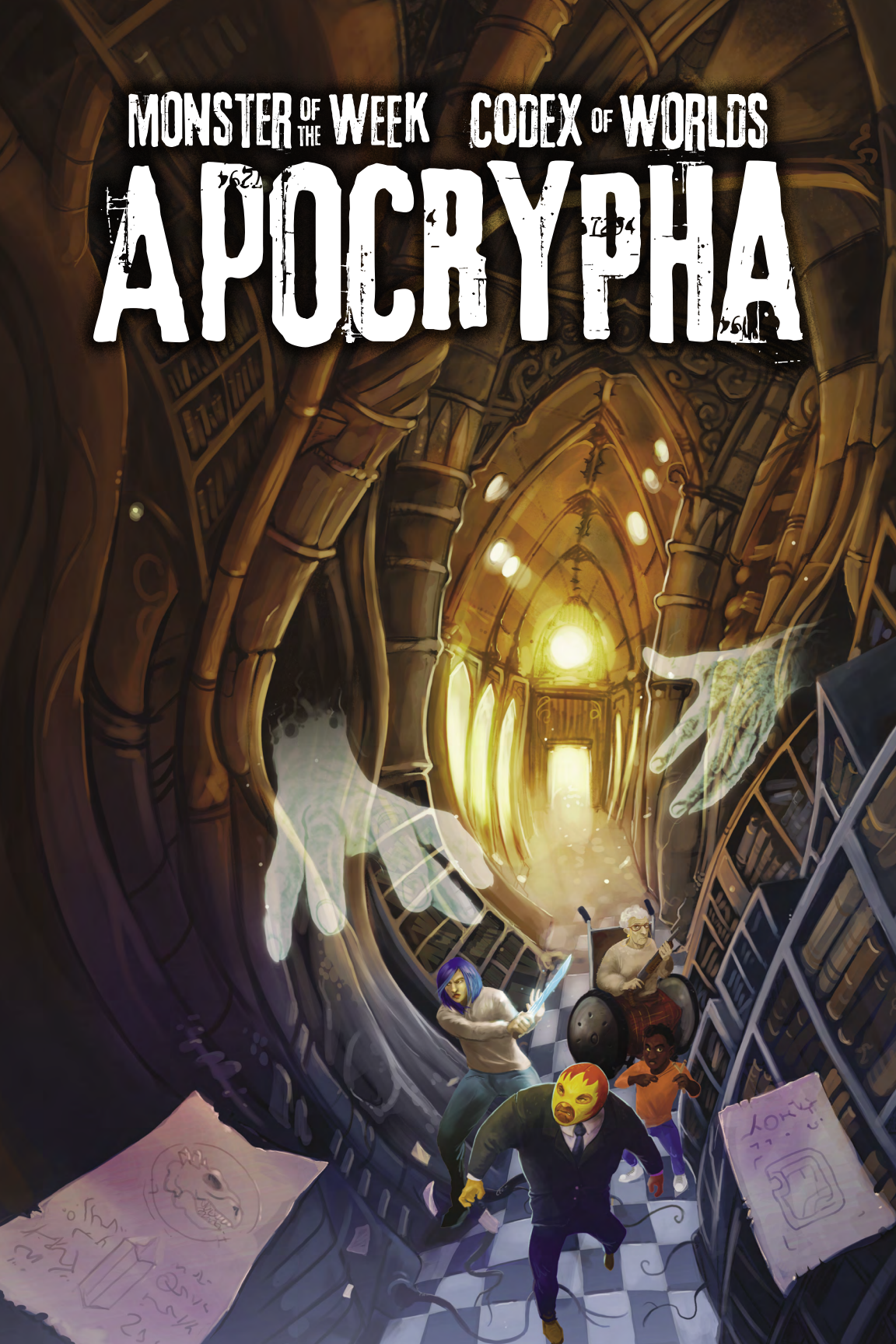


MONSTER OF THE WEEK

CODEx OF WORLDS

APOCRYPHA





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CODEX OF WORLDS

APOCRYPHA



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Monster of the Week: Codex of Worlds Apocrypha

EHP0071

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For those working at a copy shop and not at all sure
if this means the person standing at your counter
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This is "express permission." Carry on.

This is a game where people make up stories about wonderful,
terrible, impossible, glorious things. All the characters and events
portrayed in this work are fictional. Any resemblance to real
people, real terrors, real monsters, or other horrifying realities of
your home dimension is purely coincidental, but kinda hilarious.

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NEW PLAYBOOKS

This chapter contains a collection of new playbooks funded by the backers of the *Codex of Worlds* crowdfunding campaign. (They're the best!)

Alongside one new hunter playbook, the **Curse-eater** (page 6), we have six new team playbooks to give you even more options for building out your dream team—select from:

- **Army of One** (page 14)
- **Back to Square One** (page 22)
- **Doomed World Exiles** (page 31)
- **Monster Revelations** (page 40)
- **Storied Hunter Lineage** (page 49), or
- **Thrill-Seekers** (page 60)

...and *get hunting!*

Curse Eater, Monster Revelations, and Storied Hunter Lineage designed by Michael Sands. Army of One, Back to Square One, and Doomed World Exiles designed by Marek Golonka. Thrill-Seekers designed by Rae Nedjadi.

THE CURSE-EATER

"You can't always go for the kill. Sometimes a monster is an illness to be cured, not a danger to be destroyed."

To make your Curse-eater, pick a name. Then follow the instructions in this playbook to decide your look, ratings, how it works, moves, and gear. Finally, introduce yourself and pick history.



LOOK, PICK ONE FROM EACH LIST:

- Scarification, Birth mark, Tattoos, Unnatural colouring, _____ mark.
- Friendly eyes, Suspicious eyes, Cold eyes, Emotional eyes, _____ eyes.
- Work clothes, Practical clothes, Street clothes, Occult clothes, _____ clothes.

RATINGS, PICK ONE LINE:

- ☐ Charm +1, Cool +2, Sharp +1, Tough 0, Weird -1
- ☐ Charm 0, Cool +1, Sharp +2, Tough -1, Weird +1
- ☐ Charm -1, Cool +2, Sharp +2, Tough -1, Weird 0
- ☐ Charm -1, Cool +1, Sharp +2, Tough +1, Weird 0
- ☐ Charm +1, Cool +2, Sharp 0, Tough -1, Weird +1

HOW IT WORKS

When you consume/absorb evil magic, how does it work?

- ☐ You lay your hands on it and a visible glowing smoke transports the curse.
- ☐ You ritually eat some part of it.
- ☐ You closely embrace the cursed thing and spend several minutes bonding with it.
- ☐ You have an amulet that you must hold against it.
- ☐ Something else: _____

CORRUPTION

Okay ☐☐☐☐☐☐☐ Lost

When you consume evil magic, you gain corruption as well as the ability to use some of those powers. Record what the magic was, the power it offers you, and the downside it asks of you. The Keeper will provide these, and can also confirm whether you are in the presence of a consumable curse. Repeated **devouring evil** may give the same or different effects. Other moves, starting with **unleash corruption**, depend on these corruptions.

If you *should* take corruption, but the track is full, you become a monster under the Keeper's control.

CONSUMED MAGIC (POWER, DOWNSIDE)

_____	(_____ , _____)
_____	(_____ , _____)
_____	(_____ , _____)
_____	(_____ , _____)
_____	(_____ , _____)
_____	(_____ , _____)
_____	(_____ , _____)
_____	(_____ , _____)

MOVES

You get all the basic moves, and four Curse-eater moves. You get these two:

- **Devour Evil:** When you absorb a curse—from a monster, phenomenon, minion, or evil magic—roll one die. If the die shows a 1-3, mark one corruption, on a 4-5, mark two, and on a 6, mark three. For a monster or minion with half or more harm capacity remaining, mark one extra. If you have more corruption than consumed magics, ask the Keeper to provide you a power and downside this curse gives you. If the curse was small or short-lived, it is destroyed. If the curse is strong or long lasting (monsters, phenomenon, minions in particular) *and* you used its weakness, then the curse is lifted. Some curses cannot be lifted this way—these are temporarily but significantly reduced in power instead.
- **Unleash Corruption:** When you have marked corruption, you may release a power you have consumed. Say how you use the power and clear one corruption, then choose whether to keep control or not. Controlled, the power does what you want. You erase the consumed magic line (including the power and downside). Uncontrolled, the power and downside both activate and the Keeper determines how it goes.

Then pick two of these:

- **Devour Harm:** Touch someone (or some creature) who's hurt and mark one corruption to completely heal them. Mark half the harm they had suffered.
- **Reach:** When you **use magic**, you may choose one of these alternate effects:
 - Use the **devour evil** move at range.
 - Use the **unleash corruption** move at range.
 - Learn whether this magic may be devoured, and what the power and downside will be.
- **Curse Whispers:** When you **investigate a mystery**, you may also ask:
 - What sort of curse is this?
 - Where did this curse come from?
 - Is there a curse here that I can consume?

If you discover a curse (by any method) matching one you have previously consumed, take +1 forward.

- **Ropes of Fate:** You can mystically hold a cursed being or object restrained (range: close). Roll +Cool.
 - On a 10 or more, they're restrained for at least an hour.
 - On a 7-9, they're restrained but choose one: it's not for long, you suffer 1-harm, or **unleash corruption**.
 - On a 6 or less, it's unrestrained and very angry.

- ☐ **Feel the Burn:** When you **unleash corruption**, you may clear one extra corruption, but you suffer 2-harm that cannot be reduced by any means.
- ☐ **Fortune's Fool:** Mark three corruption to gain the effects of spending one Luck. Don't mark a consumed magic.
- ☐ **Let It Go:** When you have three or more consumed magics marked, you may spend all consumed magics in place of all requirements for **use magic**. For **big magic**, the Keeper will tell you how many consumed magics you can lose in place of each requirement. Keep the corruption.

GEAR

You get some handy gear, two practical weapons, and a vehicle.

Handy gear, pick three:

- ☐ Mystical focus used when eating curses (perhaps a crystal, amulet, or ring)
- ☐ Pocket knife or multitool (1-harm hand useful small)
- ☐ A bag full of occult ingredients and spell reagents
- ☐ Manacles and chains
- ☐ Rope and zip ties
- ☐ Medallion of the Society of Curse-eaters
- ☐ Improvised protective gear (1-armour)
- ☐ Big net
- ☐ Grimoire of wardings and defenses
- ☐ Dowsing rods and pendulum

Practical weapons, pick two:

- ☐ Baseball or cricket bat (1-harm hand innocuous)
- ☐ Collapsible baton (1-harm hand small)
- ☐ Taser (2-harm hand/close stun electric)
- ☐ Tranquiliser rifle (3-harm close sedating)
- ☐ Pistol (2-harm close loud)

Vehicles, pick one:

- | | | |
|---------------------------------|--------------------------------|----------------------------------|
| ☐ None | ☐ Van | ☐ Old car |
| ☐ Pickup | ☐ Truck | |

INTRODUCTIONS

When you get here, wait for everyone to catch up so you can do your introductions together.

Go around the group. On your turn, introduce your Curse-eater by name and look, and tell the group what they know about you.

HISTORY

Go around the group again. When it's your turn, pick one for each of the other hunters:

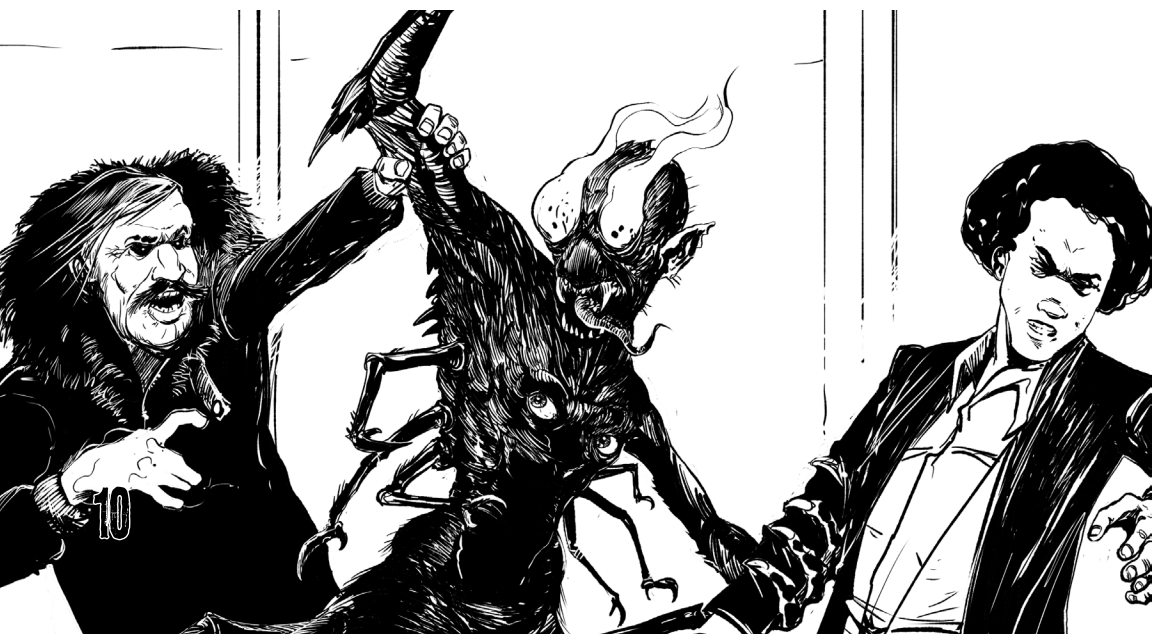
- You're friends and confidants. What do you know about each other's fears and secrets?
- You saved them from a curse many years ago and have trusted each other since. Ask them what it was.
- You're suspicious of their powers and wonder if one day you'll need to consume that curse from them.
- They're suspicious of your powers. Ask them what they fear about you.
- You were both hunting the same monster and had an argument about killing it versus saving it. Decide between you who won that debate.
- You're family. What's the relationship? How does the rest of the family regard you?
- On your first hunt together, you unleashed consumed magic and put them in great danger. Ask what happened and how they feel about it now.
- They told you that you're fated to consume a curse that threatens the world. Ask if they know anything more about what's coming.

LUCK

Mark Luck to change a roll to 12 *or* avoid all harm from an injury.

Okay ☐☐☐☐☐☐☐ Doomed

Curse-eater special: Whenever you spend a Luck point, you develop a permanent mark related to one of your consumed magics.



HARM

When you reach 4 or more, mark unstable.

Okay ☐☐☐☐ ☐☐☐☐ Dying

Unstable: ☐

EXPERIENCE

Experience: ☐☐☐☐☐

Whenever you roll and get a total of 6 or less, or when a move tells you to, mark an experience box.

IMPROVEMENTS

- ☐ Get +1 Sharp, max +3.
- ☐ Get +1 Weird, max +2.
- ☐ Get +1 Tough, max +2.
- ☐ Get +1 Charm, max +2.
- ☐ Take another Curse-eater move.
- ☐ Take another Curse-eater move.
- ☐ Make a consumed magic into a permanent custom move (with the group's agreement), then clear it.
- ☐ Clear all corruption, without clearing consumed magics. Don't erase the excess magics now, but you can't gain more until you release some of them.
- ☐ Take a move from another playbook.
- ☐ Take a move from another playbook.

After you have leveled up five times, you qualify for advanced improvements in addition to these, from the list below.

ADVANCED IMPROVEMENTS

- ☐ Get +1 to any rating, max +3.
- ☐ Change this hunter to a new type.
- ☐ Create a second hunter to play as well as this one.
- ☐ Mark two of the basic moves as advanced.
- ☐ Mark another two of the basic moves as advanced.
- ☐ Retire this hunter to safety.
- ☐ Erase one used Luck mark from your playbook.
- ☐ Make a consumed magic into a permanent custom move (with the group's agreement), then clear it.
- ☐ Clear all corruption, without clearing consumed magics. Don't erase the excess magics now, but you can't gain more until you release some of them

KEEPER ADVICE

The use of the Curse-eater requires you to adjust the structure of your mysteries a bit. Make sure that each one includes something for the Curse-eater to devour. Sometimes it will be good to make that a monster, phenomenon, or minion weakness as well (so if the Curse-eater can do their thing, that problem goes away). Although some monsters may not be curable, having a player with a Curse-eater means that the group wants to save people, so be sure to provide opportunities.

Great examples of monsters with curses to be lifted are:

- Ghosts (who can then go on to the next life)
- Werewolves (often explicitly continuing to live their regular life except under the full moon, and frequently associated with curses)
- Vampires (especially the newly transformed)
- Victims of a mystical plague
- Dangerous artifact phenomena

CONSUMED MAGICS

When the Curse-eater gains a consumed magic, give them a cool power and horrible downside associated with the source.

Example consumed magics:

- From a winter fairy, power: ice magic, and downside: extreme cruelty.
- From an acid slime, power: acid splash, and downside: dissolve clothes and gear.
- From a dragon, power: flame burst, and downside: burn nearby allies.
- From a ghoul, power: unnatural hardiness, and downside: crave human flesh.

The Curse-eater is all about balancing the cool powers they consume against the dangers of corruption and those downsides. Make the powers awesome and the downsides horrible.

CUSTOM KEEPER MOVE

Add this Keeper move when a Curse-eater is in play:

- Have the Curse-eater mark one corruption.

Use this only in cases where the hunter is exposing themselves to dangerous magic. It makes sense on a missed Curse-eater move, for a **use magic** miss, or other cases where they are messing with mystical stuff.

CODEx OF WORLDS SETTING CHANGES

For *Gothic Century*, ignore the zip ties in the handy gear list.

Use these practical weapons and this vehicles list instead of the regular options:

- **Gothic practical weapons:** Singlestick or cane (1-harm hand innocuous), Choloroform (0-harm intimate sedating), Small revolver (2-harm hand/close reload), Flintlock pistol (2-harm hand/close reload slow loud inaccurate).
- **Gothic vehicles:** None, Horse, Carriage with team and driver, Riverboat, Sloop.

For *Dreaming With The Gods*, ignore the multitool and zip ties in the handy gear list.

Use these practical weapons and this vehicles list instead of the regular options:

- **Dreaming practical weapons:** Cudgel (1-harm hand innocuous), Sleep potion (0-harm intimate/hand sedating), Flintlock pistol (2-harm close reload loud), Rapier (2-harm hand quick).
- **Dreaming vehicles:** Horse, Riverboat, House-wagon with ox, Carriage with team and driver.

For *Monster Marches*, ignore the multitool and zip ties in the handy gear list.

Use these practical weapons and this mounts list instead of the regular options:

- **Marches practical weapons:** Cudgel (1-harm hand innocuous), Shortbow (2-harm close), Sword (2-harm hand), Dagger (1-harm hand/close small).
- **Marches mounts:** Horse, Wagon with ox, Sloop.

For *Bone Spear*, ignore the multitool, zip ties, manacles and chains, and grimoire in the handy gear list. Instead of a medallion, you may select “Curse-eater’s mask or amulet.” Instead of the dowsing rod, you may take “Divination sticks.”

Instead of the practical weapons listed here, pick four items from the “everyday gear list” on page 374, plus clothes.

You don’t get any vehicles.

THANKS

- Thanks to Scott Kelly and Matthew Mansell for playtesting.
- Thanks to Vex and Sarah Harrision from the KiwiRPG community for early feedback on the playbook.

ARMY OF ONE

"I am you, you are me, we are monster hunters. Or... we are a monster hunter?"

All hunters in this team are various versions of the same person. It creates many opportunities to cooperate closely and trick their opponents in ways other teams can't, but can also lead to lots of drama between them. What's more, there are many people and groups who would like to learn how this singular group came to be.

Sometimes, when playing an Army of One, you can discuss decisions or emotions of your hunters together, coming to a consensus about what you all feel (instead of deciding for every hunter separately).

GETTING STARTED

- Decide who you all are.
- Pick your style (and associated advancement question).
- Pick a starting team ally and enemy.
- Pick your starting team move and assets.



WHO ARE YOU?

You all are, on some level, the same person. When choosing the looks of your hunters, each of you underlines one of the options they've chosen and reads it aloud. This option applies to all of you. It's also your decision if your hunters need to be the same age, gender, ethnicity, etc.

What is the source of your radical similarity?

- ☐ We're all clones of the same person.
- ☐ We're alternate versions of the same person from alternate universes or timelines.
- ☐ We were created, or radically altered, by the same magical phenomenon.
- ☐ We are all vessels for a single otherworldly consciousness.
- ☐ Something else: _____

STYLE AND IMPROVEMENT

Pick one of these styles (and the associated advancement question):

- ☐ **A Perfect Team:** You relish your similarities and work together perfectly. At the end of each session, ask: "Did we act like a single individual in many bodies?"
- ☐ **Subtle Differences:** You want to show others, and yourselves, that you aren't really the same person. At the end of each session, ask: "Did we prove that we differ more than we thought before?"
- ☐ **One and Onlys:** First and foremost, you are utterly different from other people. At the end of each session, ask: "Did we prove how unique we all are?"
- ☐ **Custom:** What's your story? _____.
At the end of each session, ask: "_____?"

At the end of each session, answer this question. If yes, gain one improvement mark. If yes and it came up a lot, gain two improvement marks.

Improvement marks: ☐☐☐☐☐

When you fill in the improvement box, clear the improvement track and choose one of these:

- Gain a new team move.
- Gain a new team ally.
- Gain two new asset selections.
- Make the next mystery about your team enemy, giving you a chance to interfere in their plans.
- Make another copy of you appear in the next mystery, in a role discussed with the Keeper.



ENEMIES

Choose your team's chief nemesis:

- ☐ One, a narcissistic demon disgusted by any signs of unity and similarity.
- ☐ All the doppelgängers.
- ☐ Rahed, an occult scientist trying to achieve immortality by jumping between bodies.
- ☐ Nyarlathotep, a messenger of cosmic chaos who'd love you to become their avatars.
- ☐ Humanity Singularity Project, an international group wanting to connect all people with a hive mind.
- ☐ A rogue copy of you.
- ☐ Something else: _____

TEAM ALLIES

Choose one team ally from this list to start:

- ☐ The Clusterist, an experimental biologist. They created you, but have no idea how exactly. They want to help you, and love to research you.
- ☐ Sarah, a makeup artist. She can easily make you indistinguishable from each other.
- ☐ Robert and Roberta, twins. They understand each other perfectly, and thus also understand your situation very well.
- ☐ Always Safe, a group of bodyguards, an ally team. They like working with you, and for some reason, there are always as many people in their group as there are you.
- ☐ Transcendent Telepaths, an ally team of beginner monster hunters. Your presence focuses their telepathic powers, but those powers sometimes reveal strange things about you.
- ☐ Someone else: _____



TEAM MOVES

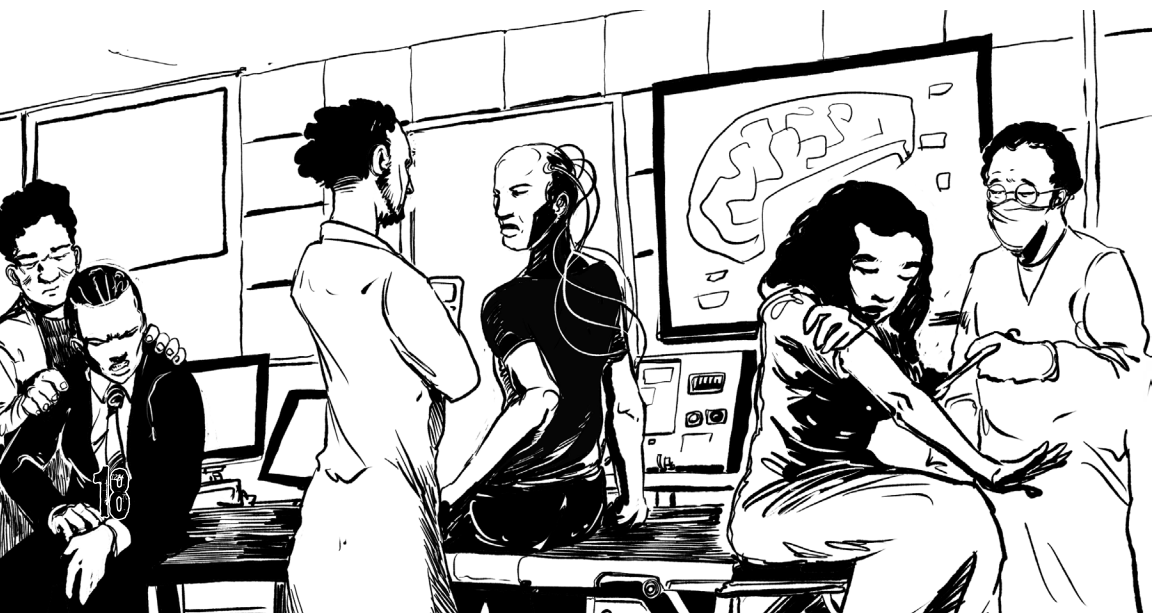
Choose your team moves from this list. The first one is a good default choice:

- ☐ **Each Others' Backs:** All of you get ongoing +1 to **helping** each other.
- ☐ **Thought Loop:** If one of you wants to communicate telepathically with another one of you, roll +Weird. On 10+, you send a few words and an emotion and are able to hear back from the other one. On 7–9, you send only a single word or an emotion, and are unable to hear back. On a miss, choose: either your message is warped by the Keeper, or it works like on 7–9, but someone else hears it too.
- ☐ **United Effort:** At the beginning of a mystery, your team holds 2. Any of you can spend 1 hold to use someone else's playbook move one time.
- ☐ **Not That Similar:** Each of you gets +1 to one Rating (max. +3) and -1 to another one (min. -2). Each one of you must choose a different Rating to add 1 to, and subtract 1 from a rating one of the others have added to.
- ☐ **Protect My Self:** When one of you puts themselves or other hunters at risk to prove that they aren't just a copy of the rest of you, they mark experience.
- ☐ **Something Different:** Take a move from another team playbook.
- ☐ **Change Team Style:** Pick a new team style. You now use that one instead of the one you first chose.

ASSETS

Choose from these available assets (if there are two boxes, you need to mark both to earn that asset). You start with two:

- ☐ ☐ **Mobile Base:** A truck or bus with bunks and mystery investigation supplies on board.
- ☐ **Individual Transport:** A regular car, motorbike, or bicycle for every team member.
- ☐ **Life-Force Transfusion Device:** When activated, it spreads harm out amongst the team as evenly as possible. Takes about a minute to work, and can activate again after a day, or after you donate 4 harm to recharge it.
- ☐ ☐ **Headquarters:** A relatively secure space to use as a base. There's room for all your monster hunting gear and books, maybe even space to sleep and a kitchen.
- ☐ ☐ **Mystical Workroom:** a space set aside for magical operations. It can stand in for one requirement of a **use magic** or **big magic** move.
- ☐ **Workshop:** You have a big space for craft and repair projects, with plenty of tools and materials.
- ☐ **Fake IDs:** False IDs and other documents with low-res photos that will work with any of you.
- ☐ **Clothes:** A huge wardrobe of clothes for any climate and occasion that fit all of you.
- ☐ **Health Insurance:** A single, very extensive medical insurance policy, giving access to 24/7 emergency health services. Can help with any injuries and problems, but only one of you can use it at a time.



FOR THE KEEPER

Depending on the background and moves they choose, the hunters' sameness can feel like a trick, a tragedy, or both. This playbook contains many options to play around like a group of twins, pretending to be each other and confusing everybody. It can also invite some anxiety about the hunters' nature and identity. Are you a full person if others around you are, essentially, you? Is it always good to have others who think and feel just as you do around you? How do you distinguish yourself from yourself?

An Army of One can show its full potential in mysteries requiring coordinated action and social interactions. Allow them to help each other out often and use their similarity to trick bystanders, minions, and monsters. If they've chosen options pointing in that direction, make the existence of groups like theirs a huge deal in your series. Others want to be like them, create new ones like them, or kidnap them.

Consider sometimes introducing a limited resource all of them would want—a dream job, a unique weapon, or a potential romantic partner that fits the common aspects of their personality perfectly. It can crank up the drama and conflict between them. Make sure it won't overstep anyone's boundaries, and remind the players about safety tools before heading into this territory—especially with romances!

FIRST MYSTERY SEED

A self-centred performer wishes to become the most striking and unique individual on Earth. What they don't know is that they're closely watched by a wish-fulfilling entity that senses the chaos that their obsession with themselves can create. The entity starts sending de-identifiers to Earth to steal others' uniqueness and deliver it to the Performer, but at the cost of their own self. Due to the Performer's egoism beckoning the supernatural, this mystery works like an atonement mystery.

HOOK

The Performer changes their look and behaviour week to week, in a manner that's clearly supernatural to those who can tell such things.

COUNTDOWN

Day	De-identifiers steal from a friend or acquaintance of the hunters.
Shadows	The Performer announces a new routine based on this acquaintance.
Sunset	The Entity sends another de-identifier.
Dusk	Three de-identifiers hunt at the Performer's event, hurting dozens of people.
Nightfall	De-identifiers target the hunters.
Midnight	The Performer intercepts parts of the hunters' identities (identity?) and their performances start to have baneful supernatural effects.

THE SELF-CENTRED PERFORMER

Villain: Narcissist (motivation: to prove their superiority)

For the last month, the Performer has been visited every few days by a de-identifier who brings them parts of someone's identity. When the creature touches them, those traits become theirs, but they lose a bit of their own identity. This has caused them to have tons of ideas for new costumes and performances, but also to become unstable, anguished, and abusive towards their cooperators. They panic that anyone might discover the "impossible" secret behind their surge of inspiration.

Transgression: The transgression in this mystery is that the Performer accepts the de-identifiers' offerings, even though they realise it's someone else's identity. A perfect solution would be to convince them to end their cooperation with the creature. It might be possible if they meet the people the being steals from, or if they're confronted with the havoc the new personalities have wrought in their life. If they can't be convinced, cutting them off from the de-identifier will work in the short term, but the entity behind it all will then start looking for a new person to "help"—maybe the team's nemesis?

Powers: Extremely charming (mark experience if you do as they ask); unnerving (when they manifest the fragmentation of their personality, **acting under pressure** around them has -1 ongoing).

Attacks: Small pistol: 2-harm close hidden; Fierce Brawler: 1-harm intimate/hand messy.

Harm capacity: 7 □□□□□□□

Weakness: No actual weakness, but if they're killed in their current state, the robbed people's uniqueness will be lost forever.

DE-IDENTIFIERS

Minions: Thieves (motivation: to steal and deliver to the villain)

The Performer is served by two de-identifiers, but they can't tell the difference between them and believe there's only one. They work just as described in *Monster of the Week* (page 251, hardcover page 263), with the provision that, if the Entity wishes so, they can bestow parts of the identities they've stolen upon other people they touch. Such a person still loses a part of their own identity.

THE ENTITY

Phenomenon: Artifact (motivation: to grant someone more power than they can handle)

A being/law/idea from a world where identities are blurry and wishes all too real, maybe the *Dreaming with the Gods* Dreamscape. Their eyes scour the worlds, looking for people whose wishes will cause interesting chaos if fulfilled. They take delight in what's happening around the Performer and will use all their powers to keep their link to them.

Weaknesses: Has to call de-identifiers back if renounced by The Performer, or cut off from them via **big magic**.

Moves:

- Send more de-identifiers.
- Turn a de-identifier's victim into another de-identifier.
- Fulfil a hunter's reckless wish.

THE FIRST VICTIM

Bystander: Witness (motivation: to reveal information)

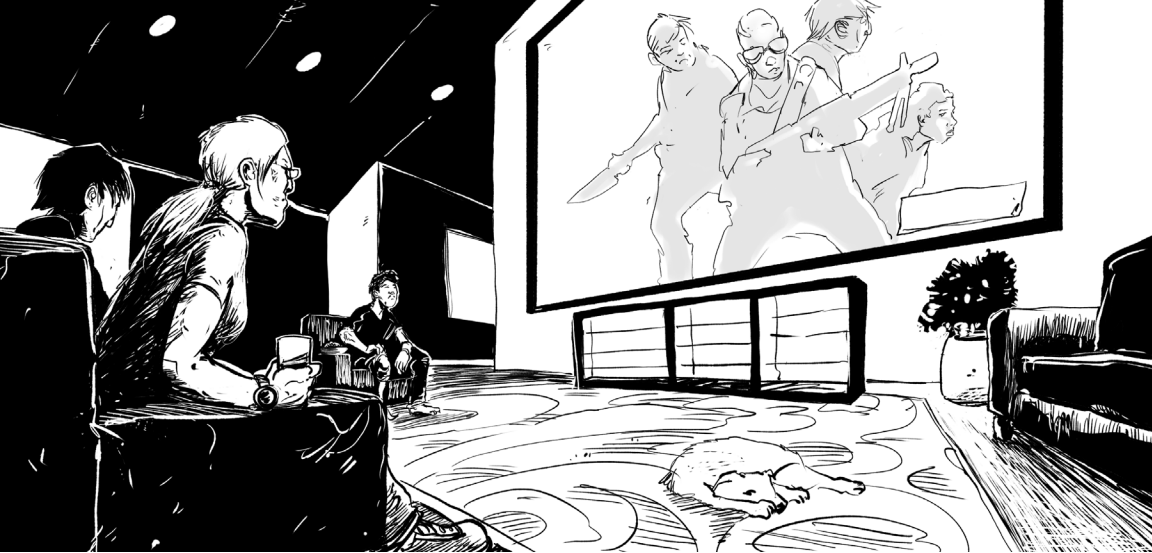
Until recently, they were the Performer's manager. Now, robbed by de-identifiers, they wander around the places where the Performer acts, trying to get their attention. Unfortunately, the Performer will never notice the de-identifiers' victims on their own, and even if they did, they wouldn't find this person, now perfectly bland, worthy of attention.

BACK TO SQUARE ONE

"We've sacrificed almost all we've had, but we'll do our best with what little we have left."

You were extremely powerful monster hunters once, but you lost almost all your powers and experience. Your newfound weakness becomes harder and harder to bear, as innocents discover they can't count on you anymore, and monsters see how easily they can take their revenge on you!





GETTING STARTED

- Pick your style (and associated advancement question).
- Pick a starting team enemy, ally, move, and two asset selections.
- Choose what caused your loss.

YOUR LOSS

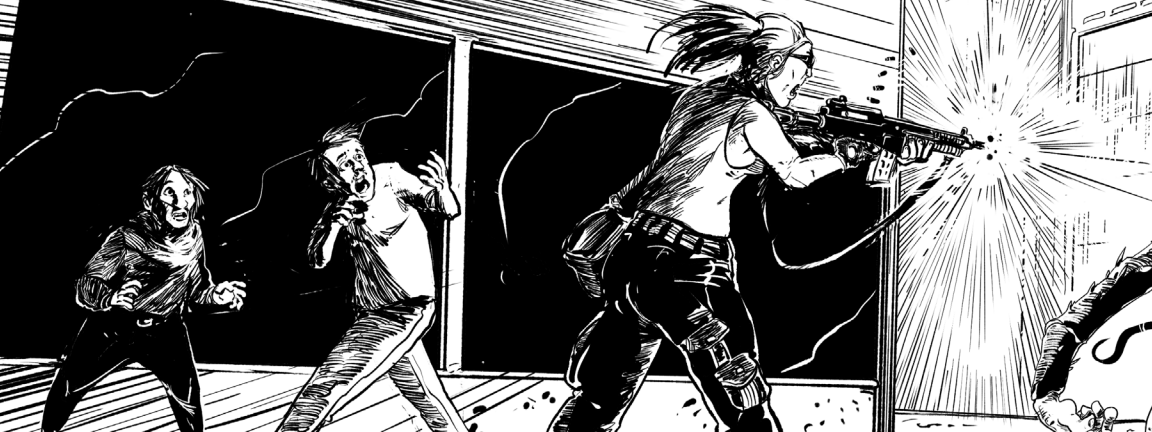
When creating hunters, choose four improvements, including one advanced improvement, for each of them. Those are the abilities they once had, but now have lost. Your enemies and allies can expect you to have those abilities or excel at those areas, and you might be able to regain those improvements outside of normal advancement by team moves or **big magic**.

Choose why you lost your powers:

- ☐ We lost our memories.
- ☐ Someone stole our power.
- ☐ We sacrificed them as part of a ritual to stop a disaster.
- ☐ We were powered by an outside force, and now it's left us.
- ☐ We were regenerated, rejuvenated, or even reincarnated, but it has also lessened our experience.
- ☐ Something else: _____

Choose one or more people or groups who already know of your loss:

- ☐ An innocent we were protecting, namely _____.
- ☐ Our nemesis, chosen in the next step.
- ☐ Our ally, chosen in the next step.
- ☐ Our teachers, who put all their hopes in us.
- ☐ Someone else: _____



STYLE AND IMPROVEMENT

Pick one of these styles (and the associated advancement question):

- ☐ **Doing Our Best:** Our powers have diminished, but our goal stays the same. At the end of each session, ask: “Did we do what we would have done before, despite being weaker now?”
- ☐ **Regain Power:** We will get our full potential back by any means necessary. At the end of each session, ask: “Did we get closer to regaining our potential?”
- ☐ **No Past:** We’re not really sure who we were before, and we need to find out. At the end of each session, ask: “Did we rediscover something from our past that had been lost?”
- ☐ **Fresh Start:** Maybe this whole situation is a chance to start fresh and lose the burden of the past? At the end of each session, ask: “Did we do something totally differently than we would have done before?”
- ☐ **Custom:** What’s your story? _____.
At the end of each session, ask: “_____?”

At the end of each session, answer this question. If yes, gain one improvement mark. If yes and it came up a lot, gain two improvement marks.

Improvement marks: ☐☐☐☐☐

When you fill in the improvement box, clear the improvement track and choose one of these:

- Gain a new team move.
- Gain a new team ally.
- Gain two new asset selections.
- Make the next mystery about your team enemy, giving you a chance to interfere in their plans.
- Make the next mystery about your lost power, giving you a chance to regain or replace it, perhaps at an awful cost.



ENEMIES

Choose your team's chief nemesis:

- ☐ Loreleech, the ancient power-stealer who preyed on us.
- ☐ All the vampire lords and alpha werewolves, once our equals, now greatly overpowering us.
- ☐ CopyLynx, a villain trying to master all our powers and abilities.
- ☐ Cycle Of Nothing, a malignant entity wanting us to keep returning to square one.
- ☐ SN16, a secret government cell very happy with independent monster hunters becoming weaker.
- ☐ Something else: _____

TEAM ALLIES

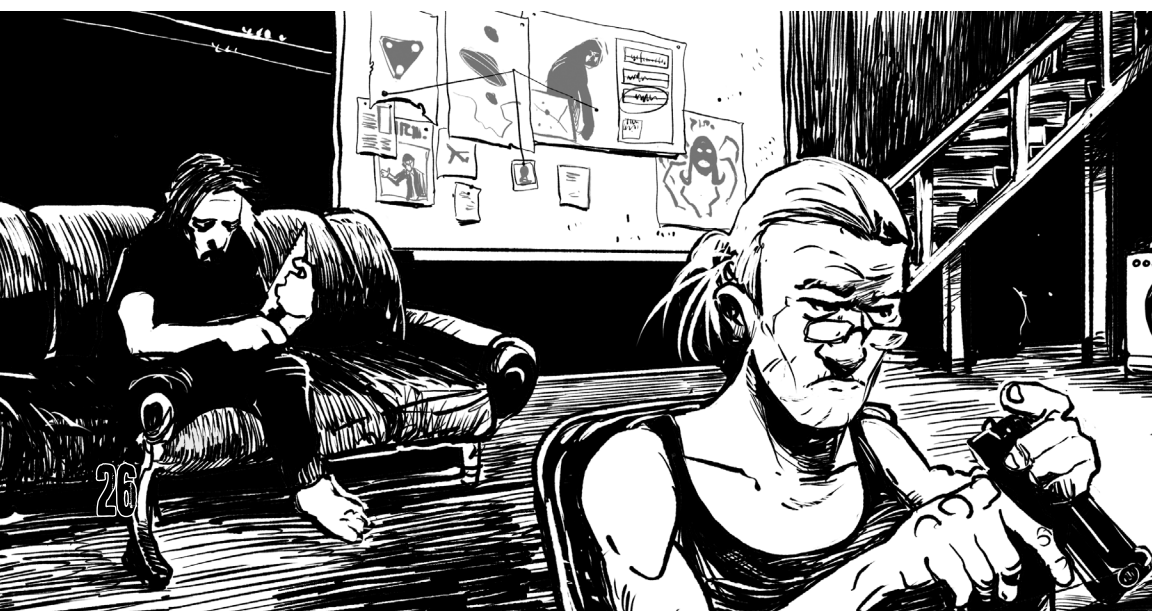
Choose your team allies from this list:

- ☐ Simone, a psychiatrist. They specialise in dealing with trauma and loss.
- ☐ Avery, a stunt designer. They can recreate almost anything we were able to do previously, but it's just smoke and mirrors.
- ☐ Mother of Heroes, a witch's ghost. She has been leading people to achieve great deeds throughout the centuries.
- ☐ Your sidekicks, an ally team. They're willing to help you with almost anything, but are also looking up to you and hoping you'll protect them when they're in over their heads.
- ☐ Other hunters who've lost their power, an ally team. They've given up their monster hunting and try to live quiet lives, but can be priceless sources of information.
- ☐ Someone else: _____

TEAM MOVES

Choose your team moves from this list. The first one is a good default choice:

- ☐ **Scattered, but Not Lost:** Once per mystery, each of you can try to reach your lost potential. Roll +Cool. On a 10+, choose one of your lost improvements and apply it to you until the end of the mystery. On a 7–9, only apply it until you use it once. On a miss, for the current mystery, take -1 forward each time having this advancement would help you.
- ☐ **Beginner's Luck:** Each hunter on the team regains 1 spent Luck point.
- ☐ **Living Legends:** You get +1 ongoing to manipulating bystanders and minions who know you as monster hunters and don't know you've lost your powers. You can also manipulate monsters in this situation, but without +1 ongoing.
- ☐ **Good to Be Back:** Each time any hunter regains one of their lost improvements, they hold 3 till the end of the next mystery. They can spend those holds to get +1 forward to any move.
- ☐ **A Flash of Memory:** One of you regains one of the lost improvements. For every team improvement you have already marked, or will mark in the future, another one of you regains one of the lost improvements. If you regain all your lost improvements via **big magic** or other means, you can gain other improvements in place of ones regained with this move.
- ☐ **Something Different:** Take a move from another team playbook.
- ☐ **Change Team Style:** Pick a new team style. You now use that one instead of the one you first chose.



ASSETS

Choose from these available assets (if there are two boxes, you need to mark both to earn that asset). You start with two:

- ☐ ☐ **Mobile Base:** A truck or bus with bunks and mystery investigation supplies on board.
- ☐ **Individual Transport:** A regular car, motorbike, or bicycle for every team member.
- ☐ **Improved Weapons:** Bigger and more unstable versions of one of each team member's weapons. The weapons get +1 harm and two tags from this list: slow, heavy, unwieldy, reload, or clumsy. Add your big unstable weapon to your gear list.
- ☐ ☐ **Headquarters:** A relatively secure space to use as a base. There's room for all your monster hunting gear and books, maybe even space to sleep and a kitchen.
- ☐ ☐ **Mystical Workroom:** A space set aside for magical operations. It can stand in for one requirement of a **use magic** or **big magic** move.
- ☐ **Workshop:** A big space for craft and repair projects, with plenty of tools and materials.
- ☐ **Secret Plans:** Plans of a villain or monster you stole before you've lost your powers.
- ☐ **World-Class Fitness Equipment:** Training on it allows you to get +1 to **kick some ass** or reduce harm by 1 once per mystery.
- ☐ **News Clippings:** An archive of your exploits described, but misinterpreted, by mainstream press.



FOR THE KEEPER

This team playbook invites the hunters to be in over their heads, but also gives them tools to make an extra effort when needed (and it might be needed very, very regularly). Beginner hunters in *Monster of the Week* are by no means pushovers, so feel free to put them in situations that might seem overwhelming just to see them succeed anyway.

Your series can contain lots of big, scary monsters the hunters would be capable of taking care of if at full strength, like the eldritch Cthel'nulg in the following mystery. Defeating them in the hunters' current state will require great effort and maybe some sacrifice, and sometimes they might need to focus on protecting the bystanders rather than defeating the monster.

The social aspects of being once-greats can also appear a lot during the game. Old allies might despair about their newfound lack of protection, but also try to help and protect their once-saviours. Monsters and villains can prey on their weakness or underestimate them, playing cat and mouse with them just to find themselves destroyed. It's also a good series framework to introduce potential sidekicks, students, and inheritors of the hunters—how will they lead and teach them now?

Thanks to a team improvement, the hunters can choose if and when they regain their full strength. It's important to note: Once they reach advanced improvements, the hunters can regain their previous capabilities—or other, but equal ones—without resorting to tools given by this playbook. Those two options can align with two different narratives: one of trying to get back to full strength to help people again, and the other one of just leaving the past behind and then realising you've found something new and equally precious.

FIRST MYSTERY SEED

An inept eldriophysicist (scholar of eldritch dimensions) attracts Cthel'nulg, a powerful interdimensional being. Finding no way to ward it off for good, the physicist teleports to the ones they've heard about as great monster hunters.

COUNTDOWN

Day	Cthel'nulg appears near to the Eldriophysicist and demolishes the surroundings.
Shadows	The Eldriophysicist creates a short-lived ward, forcing Cthel'nulg to focus on the hunters.
Sunset	Cthel'nulg destroys the biggest building in the surroundings.
Dusk	Cthel'nulg devours people trying to escape.
Nightfall	Cthel'nulg kills the Eldriophysicist.
Midnight	Cthel'nulg utterly obliterates the surroundings and devours dozens of people trapped in the debris.

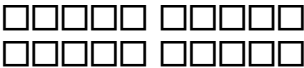
CTHEL'NULG

Monster: Destroyer (motivation: to bring about the end of the world)

An eldritch entity that's the leader of a world filled with immense, but usually sleeping, life forms. When they're summoned to other dimensions, they need to destroy everything around them to generate energy for their sleeping subjects to wake up. The glitched spell that has summoned Cthel'nulg here forces them to focus their fury on the inept Eldriophysicist, but when they're dead or shielded, the entity will attack anybody and anything around them.

Powers: Teleport; Every large object they destroy go down in an energy burst, causing between 2 and 5-harm close area (depending on the object's size).

Attacks: Pseudopodia: 4-harm close area; Devour: 6-harm intimate restraining

Harm capacity: 20 

Armour: 1 (thick skin).

Weakness: Sleep magic, banishment rituals, weapons inscribed with anti-eldritch signs.

THE INEPT ELDRIOPHYSICIST

Minion: Renfield (motivation: to push the hunters towards the monster)

An intelligent but highly impatient student of the physics and biology of eldritch dimensions and beings. Certainly shouldn't have summoned Cthel'nulg, and yet did precisely that, foolishly hoping to force the entity to obey. Might have heard about the hunters from gossip, or might be a part of the same organisation, sect, or other social circle.

Powers: Prohibit Cthel'nulg from attacking them for a short time; change reality in minor ways; attempt to change reality in major ways with catastrophic glitches.

Moves:

- Beg for help.
- Apologise for their mistakes, just to make new ones a moment later.
- Explain the nature of "eldriophysics."

THE SURROUNDINGS

Location: Maze (motivation: to confuse and separate)

The area the hunters are in soon becomes utterly devastated by Cthel'nulg, turning into a maze of obliterated walls and scorched earth. If it's in a city or other inhabited area, getting people out of here will become a serious challenge in and of itself.

THE INHABITANTS

Bystanders: Victims (motivation: to put themselves in danger)

Normal people inhabiting the surroundings. Once Cthel'nulg starts their rampage, the inhabitants will do their best to escape. If it makes things easier, you can decide normal people can't see Cthel'nulg, and instead perceive them as a natural disaster or a series of inexplicable industrial accidents.

DOOMED WORLD EXILES

“Our world has ended. Let’s make sure this one won’t share its fate.”

You saw the world end. Maybe it was overrun by monsters, or exploded in a magical disaster? Anyway, you’re here now and Earth seems to exist safely, but you already see the first signs that the apocalypse you’ve experienced might repeat itself, and soon. You won’t allow another world to end.

The doomed world you come from might be the future, an alternate timeline, or even a different planet or dimension altogether. You might not even be sure which is the case. By default, it’s a literal world that’s experienced a literal apocalypse, but you can easily use this team playbook to represent the only survivors from a fallen country or city. Use the Doomed World Exiles if their entire world or life was destroyed, or the Last Survivors playbook from *Codex of Worlds* for a victorious event at the cost of their comrades.

GETTING STARTED

- Describe your doomed world and what doomed it.
- Pick your style (and associated improvement question).
- Pick a starting team enemy, ally, move, and two asset selections.



YOUR DOOMED WORLD

What ended the world?

- ☐ An attack by an army of monsters.
- ☐ A magical catastrophe.
- ☐ An experiment gone horribly wrong.
- ☐ A depletion of its energy.
- ☐ Sins of its inhabitants.
- ☐ It hasn't ended, but is a hellish dystopia now.
- ☐ Something else: _____

What was your role in this?

- ☐ We were fighting until the very end, but failed.
- ☐ We caused the apocalypse.
- ☐ We made others cause the apocalypse.
- ☐ We were caught by surprise.
- ☐ We were chosen to be the exiles.
- ☐ Something else: _____

How did you end up where you are now?

- ☐ We travelled in time to before the apocalypse started.
- ☐ We were looking for a safe world, and found this one.
- ☐ It was the official safety protocol to go here if our world is doomed.
- ☐ We wished for another chance, and it seems it worked.
- ☐ We know the apocalypse will strike here next.
- ☐ We were merged with Yog-Sothoth, the eldritch incarnation of space-time.
- ☐ We have no idea how we got here.
- ☐ Something else: _____

What signs of the apocalypse are here now?

- ☐ The same kinds of monsters are active here.
- ☐ The same phenomena are observed more and more often.
- ☐ People are making the same mistakes.
- ☐ Seemingly innocuous things are happening, and you know they were the apocalypse's catalysts.
- ☐ You, and maybe someone else, are having prophetic dreams about the apocalypse.
- ☐ A prophecy about the coming apocalypse was recently revealed, but nobody believes it.
- ☐ Something else: _____



STYLE AND IMPROVEMENT

Pick one of these styles (and the associated improvement question):

- ☐ **Confused Survivors:** Your biggest problem is how little of the coming doom you understand. At the end of each session, ask: “Did we learn more about the apocalypse?”
- ☐ **Key Witnesses:** You’re driven by a deep conviction that your memories and knowledge offer the only chance of preventing the incoming disaster. At the end of each session, ask: “Did our experience of our world’s doom help save the day?”
- ☐ **Wrenches in the Machine:** You believe that the doom is destined to happen again, but you want to oppose it anyway. At the end of each session, ask: “Did we defy Fate?”
- ☐ **Custom:** What’s your story? _____.
At the end of each session, ask: “_____?”

At the end of each session, answer this question. If yes, gain one improvement mark. If yes and it came up a lot, gain two improvement marks.

Improvement marks: ☐☐☐☐☐

When you fill in the last improvement box, clear the improvement track and choose one of these:

- Gain a new team move.
- Gain a new team ally.
- Gain two new asset selections.
- Make the next mystery about your team enemy, giving you a chance to interfere in their plans.
- You are able to return to your doomed world, but only once. It might be a physical return, a vision, or an immersive simulation, but it can surely give you priceless insight into the apocalypse. Also, it’ll be deadly dangerous.

ENEMIES

Choose your team's chief nemesis. Then decide how they were involved in your world's doom and/or want to stop you from saving this one.

- ☐ A ghost of an old friend, bitter that you escaped the end while they didn't.
- ☐ Leader of a monster invasion's advance force.
- ☐ Soon-To-Be-One, a prophet believing they will survive the apocalypse, and thus should cause it.
- ☐ No Panic, a government agency hushing any suggestions of a possible apocalypse.
- ☐ Yog-Sothoth, a time-space incarnation hungry for worlds and timelines.
- ☐ Something else: _____

TEAM ALLIES

Choose one team ally from this list to start:

- ☐ A bystander who first found you in this world, and believes your story. Name them: _____
- ☐ Your descendants, ancestors, or alternate versions in this world.
- ☐ Old Earth, a druid circle tasked with making sure the world won't end before its time.
- ☐ Yog-Sothoth, a time-space incarnation wounded by your world's doom and trying to evade another such injury by effective yet unsettling means.
- ☐ Someone else: _____



TEAM MOVES

Choose your team moves from this list. The first one is a good default choice:

- ☐ **Desperate Determination:** Each mystery, the first and second time a hunter becomes unstable or spends Luck, each of you holds 1. You can spend this hold to get +1 forward to any move until the end of the current mystery.
- ☐ **Doomed Again:** When you **investigate a mystery** or **read a bad situation** about something that reminds you of how your world ended, you can automatically get 2 more holds, regardless of the move result, but if you do, the trauma of your memories gives you -1 ongoing to **act under pressure** until you have a chance to rest and decompress.
- ☐ **Recount the Apocalypse:** Telling the story of how your world ended, or how this one will probably end, counts as the reason for people to do what you ask when you **manipulate** them.
- ☐ **Survived the End:** Each of you can, once per mystery, reduce the suffered harm by 2 if suffered harm would take you to dying.
- ☐ **Branded by Destruction:** Once per mystery, each of you can open yourself up to the destructive power of your world's doom. When this happens, hold 3 and spend 1 each time you deal or take harm. This harm is raised by 1, both for dealing and suffering it.
- ☐ **Something Different:** Take a move from another team playbook.
- ☐ **Change Team Style:** Pick a new team style. You now use that one instead of the one you first chose.



ASSETS

Choose from these available assets (if there are two boxes, you need to mark both to earn that asset). You start with two:

- ☐ ☐ **Mobile Base:** A truck or bus with bunks and mystery investigation supplies on board.
- ☐ **Individual Transport:** A regular car, motorbike, or bicycle for every team member.
- ☐ **Tidbits of the Future:** Future-gen technological equipment, newspapers from five years into the future from now, photos of now-children as adults (only when your doomed world was this world's future).
- ☐ ☐ **Headquarters:** A relatively secure space to use as a base. There's room for all your monster hunting gear and books, maybe even space to sleep and a kitchen.
- ☐ ☐ **Dimensional Jammer:** When deployed, it stops teleportation, time travel, and dimension shifts in a 50-foot radius. You'll need a generator or an industrial electricity connection to power it.
- ☐ **Workshop:** A big space for craft and repair projects, with plenty of tools and materials.
- ☐ **Convenient Identities:** You either have false identities that allow you to freely operate in this world, or discovered that you somehow are a part of this world and your place here gives you some stability.
- ☐ **Treasure Map:** Leads to a dangerous place that contains assets or lore helpful in stopping the apocalypse.
- ☐ **Prepper Supplies:** Food, clothes, medicine, and weapons that should help endure the apocalypse.



FOR THE KEEPER

The story of a Doomed World Exiles group can be extremely pulpy, extremely angst-ridden, or both, depending on whether you focus more on “*they survived the apocalypse*” or “*they survived the apocalypse*.” Make sure that the disaster was so scary that even the merest signs of its repetition are unsettling for the hunters, but also make sure to honour that they are survivors—quite possibly the only survivors. It tells a lot about their luck, fate, or resilience (or a mix of all three).

There are different options as to how apocalyptic your series should be. You can focus the mysteries entirely on the signs of the coming apocalypse, or introduce many different threats unrelated to the world’s coming demise. This later option will make the hunters think hard about their short-term and long-term goals: can they solve every local crisis they stumble upon while also investigating and preventing the apocalypse?

Choices hunters make in Your Doomed World shape not only the story, but also gameplay structure. Their choices show if the doom was wrought by monsters, phenomena, or wrongdoings, which in turns suggests a prevalence of either monster-centric mysteries, phenomena mysteries, or atonement mysteries (*Codex of Worlds*) in your series.

FIRST MYSTERY SEED

Coppelino, an eye-stealing demon, has somehow learned of the doom you’ve experienced. They use their demonic powers to send visions of this doom to people, and make those terrifying visions go away only at the cost of the person’s eyes.

THE HOOK

Hunters learn about Louise Verland, a woman who talked a lot about events similar to their world’s doom, and then locked herself off completely from her friends.

If they have friends among the press, they can also be contacted by Erika Longs, a journalist investigating Louise’s case.

COUNTDOWN

Day	Coppelino starts sending visions of doom to Erika.
Shadows	Erika desperately tries to reach Louise in her home, shouting about the incoming doom.
Sunset	The doom becomes a media sensation.
Dusk	Coppelino chooses one of the hunters as their next goal.
Nightfall	Erika learns of Coppelino's true nature, and agrees to give them her eyes.
Midnight	Erika gives Coppelino her eyes in the Decrepit Hospital.

COPPELINO

Monster: Thief (motivation: to steal specific sorts of things)

A demon of fear whose powers are related to vision and eyes. They exist in a vicious cycle in which the eyes they steal from their victims help them perform rituals that send maddening visions to new victims. They know something about the apocalypse; their exact knowledge is dictated by your series' needs. They might know a ritual that reveals more, but surely at the cost of many eyes.

Powers: Send terrifying visions of anything they know about; heal 1-harm by consuming an eye; perform **big magic** rituals powered by stolen eyes; eyes given to them voluntarily have double power (heal 2-harm or count as 2 for **big magic**).

Attacks: Surgical claws: 3-harm hand quick ignore-armour, can be messy if they wish so; Dread-inducing gaze: 1-harm close stun ignore-armour; Dreadful visions: 0-harm far restraining.

Harm capacity: 12 ☐☐☐☐☐☐ ☐☐☐☐☐☐

Weakness: Weapons enchanted in a ritual using either Coppelino's eyes or those they've stolen.



LOUISE VERLAND

Bystander: Witness (motivation: to reveal information)

Coppelino's last victim. She isolates in her home now, unable to explain to her friends and relatives how she lost her eyesight. The demon has shown her visions of the apocalypse and now, no longer scared to death as she doesn't see them, she uses voice-to-text software to write them down.

ERIKA LONGS

Bystander: Innocent (motivation: to do the right thing)

An investigative journalist and Louise's ex-girlfriend. She kept in touch with her, and noticed Louise recently seemed constantly on edge and talked a lot about the apocalypse. Now she tries to understand the reason behind her ex's seclusion, and so Coppelino noticed her and chose her as their next victim.

THE DECREPIT HOSPITAL

Location: Maze (motivation: to confuse and separate)

A long-abandoned hospital where Coppelino invites their victims to have their eyes removed. Spooky on its own, but now also imbued with the demon's power and primed to make humans terrified.

Powers: Stretch and bend its corridors; make people cry bloody tears; help Coppelino ambush and escape their enemies; remind the Exiles of their world's Doom.

MONSTER REVELATIONS

"We'll get to the bottom of this mystery—the public needs to know!"

This team is a crew of journalists investigating the strangest of stories. You might be a big-budget documentary crew, some friends with a podcast, or anything in between. You've got a nose for a great story and a desire to get to the bottom of everything weird that's going on.

A Snoo is useful for this team.



GETTING STARTED

- Pick your style (and associated advancement question).
- Pick your show's format and name.
- Pick a starting team enemy, ally, move, and two asset selections.

STYLE AND IMPROVEMENT

Pick one of these styles (and the associated advancement question). Where the questions mention “publish,” that includes anything that publicly shares what you learnt—an article in a newspaper or magazine, a ghost encounter video posted to a sharing service, a podcast recounting what happened, a television documentary, etc.

- ☐ **Just the Facts:** You care about finding what's really going on. At the end of each session, ask: “Did we publish the truth we discovered about this mystery?”
- ☐ **People's Voice:** You are here for justice and to fight the power. At the end of each session, ask: “Did we publish details of someone abusing their power during this mystery?”
- ☐ **Can't Look Away:** You're here to do stupid stunts to amuse your fans. At the end of each session, ask: “Did we publish ourselves doing something truly dangerous and ill-advised?”
- ☐ **Looking for Weirdness:** You want to show off the hidden wonders of the world. At the end of each session, ask: “Did we publish a revelation about some new and strange monster, phenomenon, or supernatural event?”
- ☐ **Custom:** What's your story? _____.
At the end of each session, ask: “_____?”

At the end of each session, answer this question. If yes, gain one improvement mark. If yes and it came up a lot, gain two improvement marks.

Improvement marks: ☐☐☐☐☐

When you fill in the improvement box, clear the improvement track and choose one of these:

- Gain a new team move.
- Gain a new team ally.
- Gain two new asset selections.
- Make the next mystery about your team enemy, giving you a chance to interfere in their plans.

SHOW FORMAT AND NAME

How do you publish your discoveries?

- ☐ Internet video service
- ☐ Podcast
- ☐ Radio show
- ☐ Television documentary series
- ☐ Magazine
- ☐ Newspaper articles
- ☐ Social media or internet forum
- ☐ Something else: _____

What are you called? _____

- **Ideas:** *Monster Revelations, GHOST CONFRONTERS!, The Real Actual Truth, Monsters Are Out There, Chang & Wilson Investigate, The Werewolf Files, Cryptid Time.*

ENEMIES

Choose your team's chief nemesis:

- ☐ Garthrug, a fairly young dragon who holds a grudge. What did you do that annoyed it?
- ☐ All the malicious small folk.
- ☐ George Whiteman, a media tycoon who wants occult power (as well as influence over the worst side of politics).
- ☐ Piercer, a primaevael warrior goddess. How did you draw her attention?
- ☐ The Circle of Green Flame, wizards who want to control all magic and every monster.
- ☐ Something else: _____

TEAM ALLIES

Choose your team allies from this list:

- ☐ Prentice, your editor/boss. They provide your leads and yell at you for anything that isn't up to standard.
- ☐ Professor Yusuf, a forensic analyst. Lots of experience with crime scenes, but also open to stranger possibilities.
- ☐ Dr Batbayar, a medical doctor. Will patch you up if necessary.
- ☐ "Secrets of Cryptidology," another team of supernatural journalists. You have a friendly rivalry, but help each other out when it's important.
- ☐ MCM Investigations, a private investigation company you've worked with many times before.
- ☐ Someone else: _____

TEAM MOVES

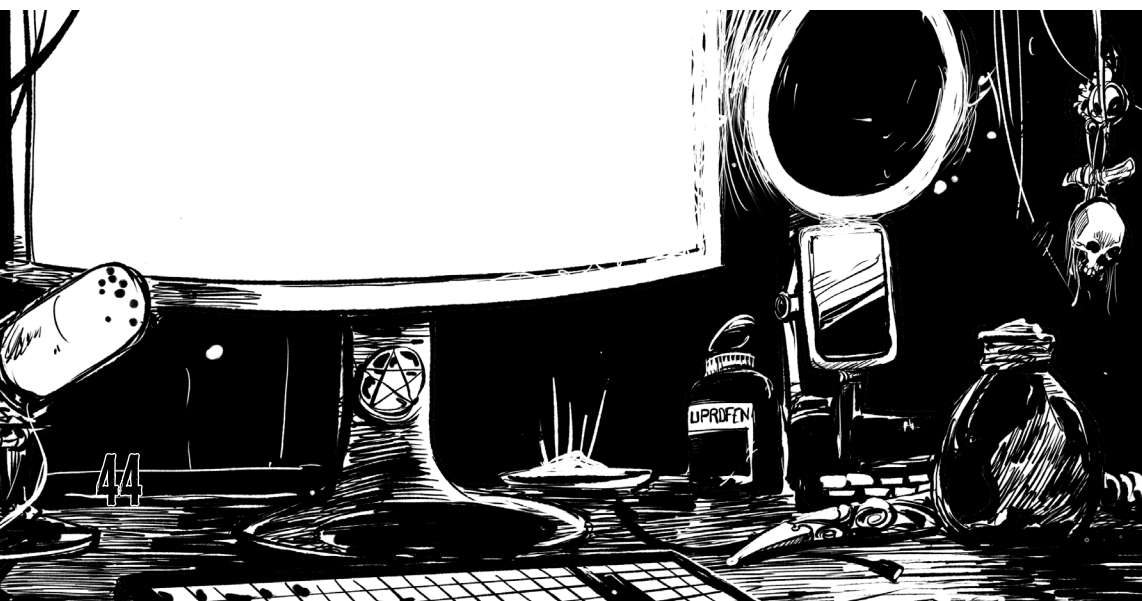
Choose your team moves from this list. The first one is a good default choice:

- ☐ **Contact List:** Whenever you're not sure what to check out next, ask the Keeper. They'll provide you with a lead (usually a person or place) that your initial research suggested might hold useful information. Keeper: make the lead a useful one (even if just to help rule out a certain hypothesis).
- ☐ **Focus of Attention:** When the whole team sets up in one place to investigate, interview, or record in the course of their investigations, everyone nearby is drawn in. The Keeper will have bystanders, monsters, and minions approach to see what's happening, and maybe get involved (for better or worse).
- ☐ **Crowdsourced "Facts":** When you call for your fans and followers for news and rumours about the current mystery, wait a while for responses to appear. The Keeper gives you some rumours: they may be true, false, or irrelevant. Then get +2 hold the next time a team member **investigates a mystery**.
- ☐ **Power of Celebrity:** At least one bystander per mystery is one of your fans. They will be eager to get involved—no guarantees about them actually being useful. Keeper: each mystery, create the fan as a bystander by default. If you're feeling generous, make them an ally. Optionally, add an additional monster or minion fan.
- ☐ **"That was a lucky escape!":** When you are recording a team member or bystander and they're in danger from a monster, phenomenon, or minion, any team member may roll +Weird for a lucky break.
 - On a 10+, the danger instead hits something inanimate but important nearby. It is destroyed in a very loud and attention-grabbing way (explodes, bursts into flame, etc.).
 - On a 7–9, the lucky break is a bit less lucky—the hunter who rolled suffers half the danger.
 - On a 6 or less, it's actually much worse than it looked.
- ☐ **Something Different:** Take a move from another team playbook.
- ☐ **Change Team Style:** Pick a new team style. You now use that one instead of the one you first chose.

ASSETS

Choose from these available assets (if there are two boxes, you need to mark both to earn that asset). You start with two in addition to your gear:

- ☒ **Gear:** Portable recording equipment as needed for each team member's production role.
- ☐ **Press Passes:** Press accreditation documents for all team members.
- ☐ **Mobile Base:** A truck or bus with a rudimentary recording studio/office, bunks, and mystery investigation supplies on board.
- ☐ **Individual Transport:** A regular car, motorbike, or bicycle for every team member.
- ☐ **Online Sources:** Access to global news feeds and private information databases.
- ☐ **Headquarters:** A relatively secure space to use as a base. There's room for all your monster investigation gear and books, maybe even space to sleep and a kitchen.
- ☐ **Occult Library:** An archive of useful books and magazines with information about the supernatural world.
- ☐ **Workshop:** A big space for craft and repair projects, with plenty of tools and materials.
- ☐ **Recording Studio:** A professional studio to record and broadcast your show.
- ☐ **Print Shop:** A professional print shop to print and distribute your publications.
- ☐ **AV Workshop:** Plenty of gear for all sorts of recording needs, plus spares and tools to maintain and fix it all.
- ☐ **Costume Wardrobe:** Plenty of disguises for almost any situation.



FOR THE KEEPER

This team playbook calls more for figuring out what's going on than fighting and destroying monsters. Build mysteries that can be solved without violence—atonement mysteries work well for this team.

Adding conspiracies and secrets to be discovered to your mysteries also contributes good flavour for the team.

The team also needs to focus on their fans and followers, and publish material that appeals to them. Take the format into account so that mysteries are likely to give them something cool to include. Of course, getting that information and putting it onto the show is up to the hunters.

FIRST MYSTERY SEED

A bunch of small folk are summoned by some young folks with an online streaming channel, “Extreme Stunts for LOLS.” That’s a fine way to get some views, but when the streamers annoy the small folk, they bring on an avalanche of mischief (some of it very dangerous indeed).

HOOK

The team gets a lead on a “stunts and hijinks” style streaming channel (ESLOLS) messing with real actual magic, or see it themselves.

COUNTDOWN

Day	Small folk raids sedate a number of townsfolk.
Shadows	Some dangerous pranks occur (arson, gas explosions, heavy falling objects).
Sunset	The small folk kidnap a couple of babies (to send to Faerie as tribute to their liege).
Dusk	The babies are taken to Faerie. Further pranks.
Nightfall	The small folk burn down Chunks’s house, possibly by accident, killing the family. Further pranks.
Midnight	The area around Chunks’s former house becomes a Faerie realm permanently.

SMALL FOLK

Monster: Trickster (motivation: to create chaos)

Brownies, pixies, elves, goblins, and gremlins are all names that have been used. These tiny, magical folk like to have FUN. In this case, they're unhappy with the accommodations provided by BT, Chunks, and Wild Sam, so their shenanigans have a nasty edge (and they're not too bothered about who they target—any human will do).

Assume there's approximately one small folk per hunter, but that's not a limit. There could be more hiding around the place at any time!

The small folks' tactics are all about confusion and misdirection. They'll rarely fight openly, preferring to use their powers or sedate dangerous foes with poison darts.

Powers: Fly; teleport; turn invisible; cause an accident; swap objects; sparkling mist cloud; shapeshift; shrink or grow.

Attacks: Poison Dart: 0-harm intimate/hand/close sedating finesse; Dagger: 1-harm intimate/hand; Bite: 1-harm intimate life-drain. The "finesse" tag allows small folk to ignore armour if a target has any gaps in their protection.

Harm capacity: 4 each.

Armour: Magical fairy dust (2-armour magic confusing).

Weakness: Cold iron, or a delicious meal of fancy delicacies. The second weakness doesn't kill them, but they will leave. Well, technically, some will stay, but they'll be happy and non-dangerous for the foreseeable future.

Moves:

- Play a nasty prank.
- Tell a joke.
- Sinister laughter.
- Disappear.

ESLOLS STREAMING STUDIO

Location: Den (motivation: to harbour monsters)

The small folk have taken over the basement studio that BT, Chunks, and Wild Sam set up (the house above is Chunks's family home). Currently, it's filled with computers and recording gear, mostly moved around or messed with, small folk, stuff that the small folk have stolen from the house or anywhere else nearby (including a few animals, both pets and wild), and anything else you think the small folk might have taken an interest in.

Moves:

- Small folk prank/attack.
- Find something weird.

BT

Bystander: Witness (motivation: to reveal information)

BT very much wants to be a "creative," but fears that they don't actually have any artistic ideas or ability. BT found an old book of folk magic at the library and made the plan to try it out, which they are currently not too happy about.

Moves:

- Look guilty.
- Tell an obvious lie.
- Provide the folk magic book.

CHUNKS

Bystander: Victim (motivation: to put themselves in danger)

99% stereotypical goofy stoner. Current plan is to be filmed "exorcising" the small folk from their studio, which they plan to do with a variety of unlikely tools (butterfly net, fire extinguisher, home-made flamethrower).

Chunks always calls their channel "ESFLOLS," because they always thought it's rude to leave out a word from an acronym. This remains a running joke.

Moves:

- Banter.
- Do something stupid and dangerous.

WILD SAM

Bystander: Innocent (motivation: to do the right thing)

Sam's life is and always has been hard and filled with suffering, and this silly streaming show is the one thing that they actually enjoy doing. After everything blew up over this "fairy magic," Sam now just wants to put it right. Unfortunately, they have no idea how.

Moves:

- Figure something out.
- Help the hunters.
- Despair about BT and Chunks.

THIS TOWN

Location: Crossroads (motivation: to bring people, and things, together)

Just a regular town. This includes the local library, which is nothing special. How a real magic tome got there is another mystery.

Moves:

- Meet a bystander.
- Small folk hunting/pranking raid.
- Find the aftermath of a previous raid.

THANKS

Thanks to everyone who playtested this: Natalie Fuinha, Sarah Harrison, Rosi, Oliver Walton-Harrod.

STORIED HUNTER LINEAGE

“We’re the hunters that monsters tell spooky stories about.”

The hunters in this team are members of a family who have hunted monsters for generations, perhaps even into the mists of history. Your archives and heirlooms give you a head start against monsters, but your family’s fame means monsters already know about you, too.

The hunters don’t all have to be blood-related to be on the team. Adopted and married-in family members, or “friends as close as family” are also part of the lineage.

Whatever other options you choose, your family is known amongst intelligent monsters. Cautious creatures might avoid you, the bold might challenge you. They’ll all take into account your family history when you go against them.

GETTING STARTED

- Pick your family name.
- Pick your style (and associated advancement question).
- Pick a starting team ally and enemy, move, and two asset selections.
- Pick an heirloom for each team member.



FAMILY NAME

We're known as: _____

- **Suggested family name:** *The Van Helsings/the Colts/the Grimms*

STYLE AND IMPROVEMENT

Pick one of these styles (and the associated advancement question):

- ☐ **It's On Us:** When things get bad, you're the ones who pick up the pieces. At the end of each session, ask: "Did we solve a mystery involving other hunter deaths, or did we prevent an apocalyptic threat?"
- ☐ **Price of Celebrity:** It seems like every monster and hunter has heard of you. At the end of each session, ask: "Did our family's fame amongst monsters and hunters cause or solve any problems?"
- ☐ **Not You Again!:** Your family has a particular nemesis who is always causing problems. Pick your enemy with care, as their actions will be behind most mysteries. At the end of each session, ask: "Did we hurt our enemy or hinder their plots and machinations?"
- ☐ **We Have a Duty:** What is your family sworn to do? At the end of each session, ask: "Did we fulfil the family duties?"
The duty: _____
 - **Examples:** Protect this town, protect this house, keep this entity imprisoned, keep a secret.
- ☐ **Look after Each Other:** At the end of each session, ask: "Did we save a family member from certain death or terrible suffering?" This definitely includes family outside the team.
- ☐ **Custom:** What's your story? _____
 At the end of each session, ask: "_____?"

At the end of each session, answer this question. If yes, gain one improvement mark. If yes and it came up a lot, gain two improvement marks.

Improvement marks: ☐☐☐☐☐

When you fill in the improvement box, clear the improvement track and choose one of these:

- Gain a new team move.
- Gain a new team ally.
- Gain two new asset selections.
- Make the next mystery about your team enemy, giving you a chance to interfere in their plans.



ENEMIES

This enemy has known of the family for generations. They know the lineage's strengths and weaknesses, just as you know theirs. The enemy knows what the family heirlooms are and the family's team moves.

Choose your team's chief nemesis:

- ☐ Tiamat, mother of dragons.
- ☐ All the evil ghosts.
- ☐ Lady Chaos, an immortal constantly working to increase her corrupt power.
- ☐ The Malevolent One, a god of mischief.
- ☐ The Awakened Astral Souls, a monster-worshipping cult that has been causing problems for millennia.
- ☐ Something else: _____

TEAM ALLIES

Choose your team allies from this list:

- ☐ Granny, family matriarch. Always organising and coordinating folks.
- ☐ Shah, a police officer or government official. Knows about your family and is in a position to sometimes smooth over official trouble.
- ☐ Kay, the ghost of one of your ancestors. Helpful with their knowledge and tips on ghost stuff.
- ☐ A family of loyal servants, an ally team. They provide general support and backup, but rarely get involved in mysteries.
- ☐ The youngsters, an ally team. These are the next generation, learning and preparing to take on the family mantle. They'll help with anything you need, but look after them and make sure you teach them to survive.
- ☐ Someone else: _____

HEIRLOOMS

Each hunter on the team is allocated a family heirloom by the family elders. Select which one your hunter was entrusted with. There is only one of each.

At the family elders' discretion, a hunter might be allowed to swap out their heirloom for another if their needs change. If the hunter's heirloom is broken, lost, or destroyed they will not be given a replacement.

The family heirlooms:

- ☐ **Old Sword:** 2-harm hand valuable ancient magic. It's especially effective against one class of monster—pick one with the Keeper's agreement. Do +1-harm when you use it on those creatures. Bearer: _____
- ☐ **Old Pistol:** 2-harm close loud antique. It has a set of 12 bullets enchanted against certain monsters—these bullets count as a weakness. Define the targets of six of the bullets when the game begins; the others may be selected in play (including during a mystery when you definitely identify a monster). Creating new enchanted bullets is **big magic**. Bearer: _____
- ☐ **Jewelled Bee Brooch:** While you wear it, you have a general feeling about how close and which direction your family members are (the team in particular). If any of them are in trouble, you'll know it. Bearer: _____
- ☐ **Necklace:** A mystical rune shaped in gold. The wearer may ignore one case of harm suffered each mystery—a bright gold flare deflects the danger. This does not prevent harm from the **Thicker than Water** team move. Bearer: _____
- ☐ **Beadwork belt:** Twice each mystery, you may automatically succeed on an **act under pressure** roll. The first time, it's as if you rolled a 10. The second time, it's as if you rolled a 7. Nothing can modify this result. Bearer: _____
- ☐ **Pen:** While you have the pen on your person, you may choose to have a monster that is attacking another team member or bystander target you instead, as long as they can do so. Tell the Keeper when you activate this power (such as when they say who a monster is about to attack). Bearer: _____
- ☐ **Crystal:** The crystal magnifies your mystical energies. When you **use magic**, the effects are more powerful (assume double the normal effect, however that makes sense). Glitches, magical backlashes, and **big magic** are also amplified. Bearer: _____

TEAM MOVES

Choose your team moves from this list. The first one is a good default choice:

- ☐ **Journal Archive:** The family archives store the notes and discoveries of many hunters. Decide if your archives are broad or specialised. Each hunter on the team gains an extra hold on their first **investigate** move each mystery—as long as the archives apply. A specialised archive applies in cases when the family has encountered this individual monster or phenomenon before, and a broad archive applies when the family has encountered the type of monster or phenomenon.
- ☐ **Thicker than Water:** There's a **big magic** ritual known to your lineage that any hunter may use. It takes a minute or so to cast, and the caster suffers 4-harm that may not be mitigated in any way. Every other member of the team instantly heals 3-harm (and becomes stable if they were not).
- ☐ **A Kind of Fame:** Your family's reputation has got around beyond the monster hunter community. When you meet a bystander who has an interest in or connection to the weird side of the world, or had previous encounters with monsters and monster hunters, there's a good chance they'll know of your family. They're likely to trust you.
- ☐ **Monster Punchers:** Each team member gains one extra harm box (prior to unstable.)
- ☐ **Those Hard Conversations:** When two team members have a private conversation about a difficult issue and one or both open up emotionally, both hunters may clear 1-harm and take +1 forward. If one shuts the conversation down, both hunters just take +1 forward.
- ☐ **Something Different:** Take a move from another team playbook.
- ☐ **Change Team Style:** Pick a new team style. You now use that one instead of the one you first chose.



ASSETS

Choose from these available assets (if there are two boxes, you need to mark both to earn that asset):

- ☐ ☐ **Mobile Base:** A truck or bus with bunks and mystery investigation supplies on board.
- ☐ **Individual Transport:** A regular car, motorbike, or bicycle for every team member.
- ☐ ☐ **Aegis Ward:** One home per hunter on the team plus any building assets (headquarters, workshop, the old shed, armoury) have magical defences. When activated, they protect the area from any hostile magic for about 30 minutes. After use, it cannot be used until the energy recharges—when three sunrises have occurred.
- ☐ ☐ **Headquarters:** A relatively secure family house to use as a base. There's room for all your monster hunting gear and books, maybe even space to sleep and a kitchen. Your parents are also potentially here.
- ☐ ☐ **The Cousins:** You have relations all over. Wherever you are, there'll be a distant family member nearby who'll put you up for the night, no questions asked. They might provide you extra help too, but maybe then you'll owe them one later.
- ☐ **Workshop:** A big space for craft and repair projects, with plenty of tools and materials.
- ☐ ☐ **The Old Shed:** A warehouse filled with old stuff your family has collected. Pick three classes of gear: armour, disguises, medical supplies, mystical reagents, old documents, recording & detection gear, scientific & technical tools, weapons. At the start of each mystery, each hunter may grab a piece of gear fitting those categories, with the group's approval.
- ☐ **The Other Old Shed:** Add two more classes of gear to The Old Shed.
- ☐ **Armoury:** A collection of monster-specific weapons, poisons, and other materials. When you need a specific rare weapon or material for a monster weakness, there's a good chance it's here.

FOR THE KEEPER

One thing that the Storied Hunter Lineage tends to have is lots of hard-earned knowledge about monsters. Depending on the moves they take, they can have many ways of finding out the weaknesses of monsters and the right tools on hand to take advantage. Don't fight this! Instead, embrace that they know what they're doing. Give them monsters and minions to fight that they can take down using the family secrets. You can safely introduce many more foes than a regular hunter team could handle.

Sometimes you'll still want to make figuring out a weakness and taking advantage of it a major part of a mystery. You can always give them something new to deal with. You can also use variants: special breeds of monster with their own variation on the weakness. More cunning monsters might also protect themselves against a known weakness, and have a second weakness that must also be used to kill them—this option works great for “big bad” type enemies.

Use lots of plots and monsters that have a history. The family has been around a long time, and made enemies along the way. Things from the past should be constantly turning up and causing trouble for the hunters. This is particularly important with the team enemy—they'll know and be prepared for the family's usual tricks and abilities.

Other family members can also provide drama. Retired hunters, those with more experience, those with less, and relatives who aren't in on the secret can all get involved in mysteries and cause extra complications for the team. Relatives are also a good source of mystery hooks, as well as rumours and leads, generally.

FIRST MYSTERY SEED

A vengeful hungry ghost has been released from mystical imprisonment by some meddling sorcerers. The ghost was captured by a family ancestor a few generations back and it's now hunting down nearby members of the family in revenge.

HOOK

The hungry ghost attacks some non-hunter family relations. A survivor—Tran—contacts the team for help.

COUNTDOWN

Day	The ghost captures, tortures, and kills another relative.
Shadows	The ghost captures, tortures, and kills a family of relatives.
Sunset	The ghost grows in power, courtesy of another victim or two.
Dusk	The ghost hunts and kills the remaining relatives in the town.
Nightfall	The ghost rampages through the town killing everyone it can catch.
Midnight	The town is abandoned to ghosts.



THE HUNGRY GHOST

Monster: Executioner (motivation: to punish all relatives of the hunter who trapped it for a century)

The ghost has a tangible form (although it's no longer in its mortal body). It stalks and kills humans, and then devours them to fuel its strength.

Powers:

- **Fuelled by Souls:** When it devours a human victim, either add one harm box or add +1-harm to an attack.
- **Unearthly Sinews:** The ghost's "body" can force itself—slowly—through solid objects.
- **Just Keeps Coming:** Immune to harm moves.

Attacks: Swipe: 2-harm hand forceful; Devour: 4-harm intimate messy slow.

Harm capacity: 10 ☐☐☐☐☐ ☐☐☐☐☐

Armour: 1 (unearthly form).

Weakness:

- If the spirit trap is refreshed and the hungry ghost lured back, it will be imprisoned indefinitely again. Some extra precautions to keep it there would be smart!
- Find and utterly destroy its mortal remains. Hard to do without serious research to discover who it was and where and when they died.

Moves:

- Stalk the relatives of the one who imprisoned it.
- Devour someone to gain power.
- Rant about the unfairness of their lot.
- Take a hit and keep on coming.

THE TOWN

Location: Crossroads (motivation: to bring people, and things, together)

A small town where a few of the hunter lineage cousins live. Over the generations, various family members had homes here, including the early twentieth-century hunter who trapped the hungry ghost.

The town itself is typical of a small, semi-rural place. It's gradually gentrifying as a nearby city's suburbs grow towards it, but still retains some country character. Long-time residents are insular and suspicious of newcomers (although the hunters' family connection will help them out here).

TRAN, A COUSIN

Bystander: Gossip (motivation: to pass on rumours)

Tran is a family member the hunters got on well with when younger, which is why they got in touch for help. Tran lost an immediate family member in the ghost's attack, so they're currently pretty messed up—traumatised and injured.

Moves:

- Show signs of the trauma they've been through.
- Explain what happened.
- Share stories of the family in this town (including the one who imprisoned the ghost).

THE SPIRIT TRAP

Location: Prison (motivation: to constrain and prevent exit)

In a hidden room in Tran's home (Tran and family are unaware of it) is the spirit trap that was prepared to imprison the hungry ghost. The trap was magically deactivated by the Friends of Persephone, but they don't know its exact location either.

The spirit trap can be reactivated with a **big magic** ritual. The details were recorded by the ancestor. They could be in the family archives, hidden somewhere in the town, or entrusted to a certain family to look after. As a suggestion, it could require:

- The hungry ghost must be within the bounds of the spirit trap.
- Three people must help the main caster.
- Someone must **use magic** to reactivate the spirit trap.
- If anything goes wrong, the ritualists are open to the hungry ghost's attacks.

Moves:

- Spooky special effects.
- Become active again, when the hunters discover the correct method.
- The hungry ghost returns to see what's going on here.

OTHER COUSINS

Bystanders: Victims (motivation: to put themselves in danger)

There are a few other cousins in town, and some of them will go after the hungry ghost. They're not really hunters, just folks with a little knowledge about monsters, so they'll probably get eaten.

Moves:

- Reveal oral history of the family in this town.
- Check out a strange noise.
- Get eaten by the hungry ghost.

THE FRIENDS OF PERSEPHONE

Minions: Traitors (motivation: to betray people)

A small group of sorcerers and dabblers in magic (in particular the magics of life, death, and rebirth). There are three members in town at the moment, staying at a motel or bed and breakfast.

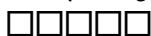
They discovered the existence of the spirit trap in the town and a ritual to unlock it. The team enemy is probably behind the Friends learning this information, unless you have a better idea for why they are doing this. If the enemy prompted their action, the Friends may have been misled about the purpose of the spell.

Now they want to observe and understand the hungry ghost (and figure out how to steal its powers).

Powers: A tiny bit of experience casting spells.

Attacks: Unarmed: 0-harm intimate/hand; Ritual knife: 1-harm hand.

Harm capacity: 5 (they're regular, not especially tough, humans).



Moves:

- Try out a spell they don't understand.
- Search for the spirit trap, and the spirit that was imprisoned within it.
- Steal magical power.
- Keep the secrets of their group.
- Watch and stalk the hunters.

THANKS

Thanks to everyone who playtested this: Scott Kelly, Matthew Mansell.

THRILL-SEEKERS

By Rae Nedjadi

"Slowest to take down their monster is buying the first round tonight! Keep your eyes on me, because I'm taking mine down the fastest!"

You are hunters who have gotten a taste for going after the biggest and baddest monsters, and there's no other high worth chasing after. You've all somehow cheated death—or worse—again and again. Maybe the next thrill will be your last, but until then, you'll give it all you've got.

GETTING STARTED

- Pick your style (and associated advancement question).
- Pick a starting team enemy, ally, move, and two asset selections.
- Describe why you teamed up to become thrill-seekers.



WHAT PAST DID YOU LEAVE BEHIND?

Each player can choose a different answer:

- ☐ I followed the rules of life and gained all the money and success that came with it—only to feel empty, dissatisfied, and yearning.
- ☐ A monster took everything from me—the only thrill I have left is in hunting more of them.
- ☐ I was created to be a monster that hunts monsters—but now I do this on my own terms.
- ☐ I don't have much time left—I'm going to make every second count, make it all mean something.
- ☐ Something else that explains why monster hunting provides a thrill nothing else can: _____

STYLE AND IMPROVEMENT

Pick one of these styles (and the associated advancement question):

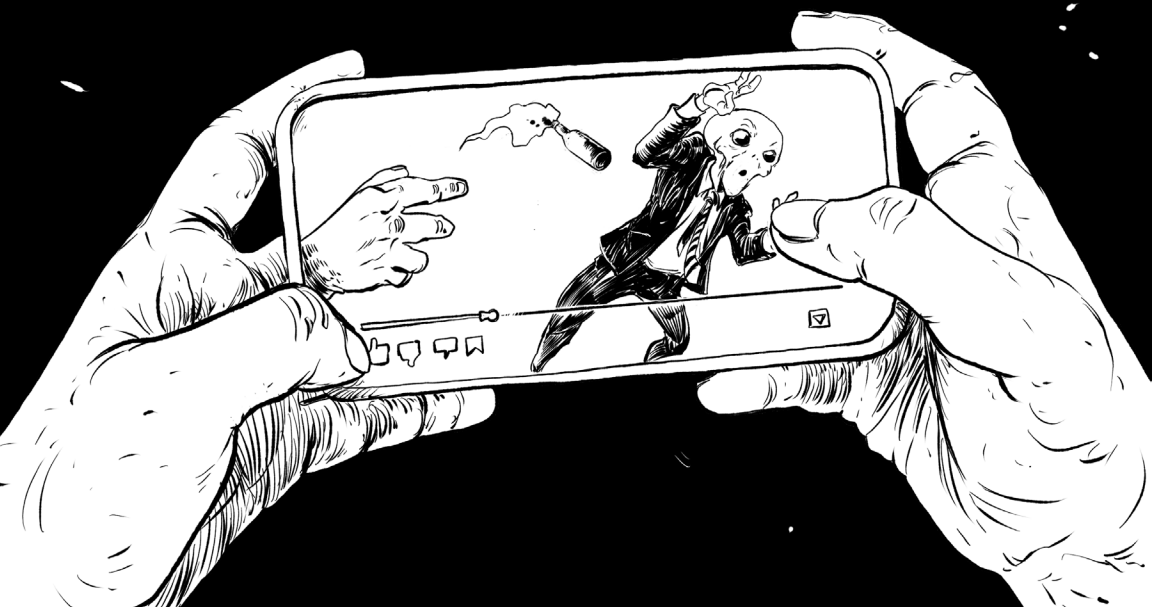
- ☐ **Up the Ante:** We came here to play and slay. At the end of each session, ask: “Did we make things more challenging, just for the fun of it?”
- ☐ **No Hesitation:** In a monster hunter's life, there's no room for doubt. At the end of each session, ask: “Did we take on impossible odds, throwing caution to the wind?”
- ☐ **The Biggest and the Baddest:** Monsters will learn to fear us, and look for us in the shadows. At the end of each session, ask: “Did we prove that no one else is as dangerous as we are?”
- ☐ **Custom:** What's your story? _____. At the end of the session, ask: “_____?”

At the end of each session, answer this question. If yes, gain one improvement mark. If yes and it came up a lot, gain two improvement marks.

Improvement marks: ☐☐☐☐☐

When you fill in the improvement box, clear the improvement track and choose one of these:

- Gain a new team move.
- Gain a new team ally.
- Gain two new asset selections.
- Make the next mystery about your team enemy, giving you a chance to interfere in their plans.



ENEMIES

Choose your team's chief nemesis:

- ☐ The Saint, a monster of dark miracles and beautiful curses.
- ☐ All the shapeshifters, collecting identities and lives.
- ☐ Xindrak, an alien CEO who wishes to replicate and monetize you.
- ☐ The Vessel, an imperfect being that houses the rotting remains of gods.
- ☐ The Harbingers, a conspiracy group working towards ushering in the apocalypse.
- ☐ Something else that promises danger and delight: _____

TEAM ALLIES

Choose one team ally from this list to start:

- ☐ Miss Meow, a catboy VTuber. His streams attract high-quality information vendors.
- ☐ The Grand Duchess, a vampire hunter by night and drag queen later at night. She has strong connections to several hunter groups.
- ☐ Moirah, a legendary mentor. Moirah was one of the world's best monster hunters before her retirement.
- ☐ DIVISION, a secretive organisation that combats occult threats, classifies supernatural phenomena, and investigates the encroaching apocalypse.
- ☐ The Whispers, an anonymous group that only exists online. Their rotating members always provide exactly what you need, for a price.
- ☐ Someone else: _____

TEAM MOVES

Choose your team moves from this list. The first one is a good default choice:

- ☐ **Fun Now, Questions Later:** When you throw yourself into a dangerous situation, taking all risks and oncomers, take +1 forward.
- ☐ **Parasocial Relationship:** When you stream a part of your investigation online, one of you can ask either “Has anyone seen anything weird in the area?” or “Who’s got a theory?” When you act on the answers, you get +1 ongoing.
- ☐ **You Can’t Touch This:** Once per mystery, each of you can negate harm you just received. Describe the impressive stunt you pulled off to do so.
- ☐ **Pact with Death Itself:** One day, Death will truly claim you. But until then, enjoy this borrowed time. When you pick this move, it replaces the Resurrection special move. When one of you is slain, you can always return to life whenever you wish. When you do, choose one:
 - Death gives you a difficult task. If it’s not completed to Death’s satisfaction before the end of the next mystery, Death will take its due instead.
 - Death will see through your eyes and feel through your body until they experience something truly unique.
 - Death will take an aspect of your soul—describe how you are forever changed.
- ☐ **Viral Personality:** Every once in a while, someone catches your dare and panache on video. There’s always plausible deniability that the monster you fought was really good CGI. When you describe a viral video and say you’re the same group in the video, it works as a reason for people to do as you ask when you **manipulate someone**.
- ☐ **Something Different:** Take a move from another team playbook.
- ☐ **Change Team Style:** Pick a new team style. You now use that one instead of the one you first chose.

ASSETS

Choose from these available assets (if there are two boxes, you need to mark both to earn that asset). You start with two:

- ☐ ☐ **Mobile Base:** A loud tour bus or sponsored aeroplane with mystery investigation supplies on board.
- ☐ **Individual Transport:** A fancy car, sleek motorbike, or tricked out bicycle for every team member.
- ☐ **Little Black Book of Monsters:** You inherited this from a retired group of hunters—a list of big bads that elude capture and defeat. Any of these names promise danger and excitement, and offer a lead to start the hunt.
- ☐ ☐ **Party House:** A relatively secure space to use as a base, though anyone who's anyone knows you live here. There are secret rooms for all your monster hunting gear, rare books, and clandestine meetings. Most importantly, there's everything you need to throw a wild party: huge kitchen, gorgeous infinity pool, and a fancy gaming room.
- ☐ ☐ **Forbidden Magical Equipment:** In one of your famous adventures, you burned down the imperial school full of evil wizards and killed the monster behind it all. You kept some of the more helpful magical artifacts. Any of these tools can stand in for one requirement of a **use magic** or **big magic** move.
- ☐ **Trophy Case:** You have a collection of dangerous items, each one from an exhilarating monster kill. It's in poor taste, but once per mystery, you can take one of these trophies and fashion an unwieldy but special weapon from it. Some suggestions for these temporary special weapons are:
 - **Up close and personal:** Dangerous trophy (2-harm hand messy)
 - **Precise and quiet:** Throwable trophy (2-harm close quick)
 - **Leftover magic:** Mystical trophy (1-harm hand/close/far magic)
 Add an extra tag to represent what sort of creature it came from (such as “vampiric,” “talon,” or “infernal”) or reflect the story of how you killed it (such as “blessed,” “ancient,” or “fae-bane”).
- ☐ **PR Team:** When you go a little too far in searching for the thrill, you have a group of experts who can cover up regular mistakes and provide a temporary distraction.
- ☐ **Small Convention:** With enough lead time, your team can set up a minor gathering to attract hunters in the area. There's always an appropriate cover story, and you're likely to meet at least one famous hunter willing to share their wisdom.
- ☐ **Coordinated Fashion:** You have several looks as a team that cover a wide spectrum. From disguises that will help you blend in and disappear, to cutting-edge couture looks that will draw every eye.

FOR THE KEEPER

Give the team every opportunity to chase down incredible highs, while being honest about the risk (and reward!) these entail. Entice the hunters with promises of adventure, and be clear about how they're getting in over their heads. This will make it easier for you to telegraph both opportunities and threats.

Briefly discuss with your players how their thrill-seekers are different from other monster hunting teams. What are they willing to do that other hunters won't dare? What escalating themes and dangers are they interested in seeing? Make sure to check in between every other mystery to see if anyone's tastes or interests have changed.

Consider how the thrill-seekers affect the world around them, and how they're affected in turn. What kind of people are drawn to these adventures? How will the thrill-seekers become celebrities, whether or not they wish to? How will their antics make the hunting world more dangerous for other hunters who are just trying to get by?

FIRST MYSTERY SEED

A group of teenage fans is convinced they can become monster hunters themselves, and attempt to go after similar monsters the team has faced. They've live streamed their adventures, and fortunately so far the adventures have all ended up as duds and the teens unhurt.

But today, one or more of the thrill-seekers catch the live stream and see telltale signs of a zombie infestation. One of the teens was almost bitten! In an attempt to protect themselves, the leader of the teens performs—and bungles—a dark magic ritual. The zombies are now stronger, faster, and smarter.



COUNTDOWN

Day	The predator zombies kidnap several townsfolk, including one of the teens.
Shadows	The zombies strategically bite politically valuable members of the town.
Sunset	Some of the bitten react poorly and suffer from gruesome deaths
Dusk	Those that survive the bite act as thralls, hiding their true nature and gathering valuable resources and intel for the zombies.
Nightfall	The zombies use the kidnapped townsfolk and resources to enact another ritual, granting them even more power.
Midnight	The zombies control this town from the shadows, and leave to gain control over more nearby towns and cities.

PREDATOR ZOMBIE

Monster: Parasite (motivation: to infest, control, and devour)

A zombie with an unerring eldritch intelligence in their hollow eyes and ritual markings dancing under their sallow skin.

Powers: Lightning reflexes; extremely strong.

Attacks: Bite: 2-harm intimate/hand messy; Mesmerise: hypnosis, emotional manipulation.

Harm capacity: 8 ☐☐☐☐ ☐☐☐☐

Armour: 1

Weakness: Magical artifacts that disrupt their powers.

REBECCA TAN (SHE/HE/THEY)

Bystander: Victim (motivation: to put themself in danger)

Rebecca first put the group together and convinced everyone to emulate the thrill-seekers. As the leader, she knows her friends need help, but convincing him and everyone else to stay out of things will be impossible in the long run.



ABANDONED RITUAL SITE

Location: Wilds (motivation: to contain hidden things)

The teens performed the ritual at the edge of the town, in a twisted grove of trees near a rundown factory. Unbeknownst to the teens, a powerful monster died here, leaving behind eldritch energy that hijacked the ritual.

There is an opportunity to learn more about the dead monster and what terrible curse it left behind, and how it affected both the predator zombies and the teens.





NEW MYSTERIES

The following is a collection of Mysteries funded by the backers of the *Codex of Worlds* crowdfunding campaign. Our thanks to everyone who made this possible!

In this collection, you'll find:

- **Ravenous Fire** (for *Bone Spear*), page 70
- **The Dreaming Army** (for *Dreaming with the Gods*), page 80
- **Butterflies** (a Haunt for *Gothic Century*), page 89
- **Sweet Revenge** (for *Gothic Century*), page 97
- **Enemies to Lovers** (for *Monster Marches*), page 105
- **The Broken Door** (for *This Strange Old House*), page 118

RAVENOUS FIRE

A mystery for use with Bone Spear by Michael Sands

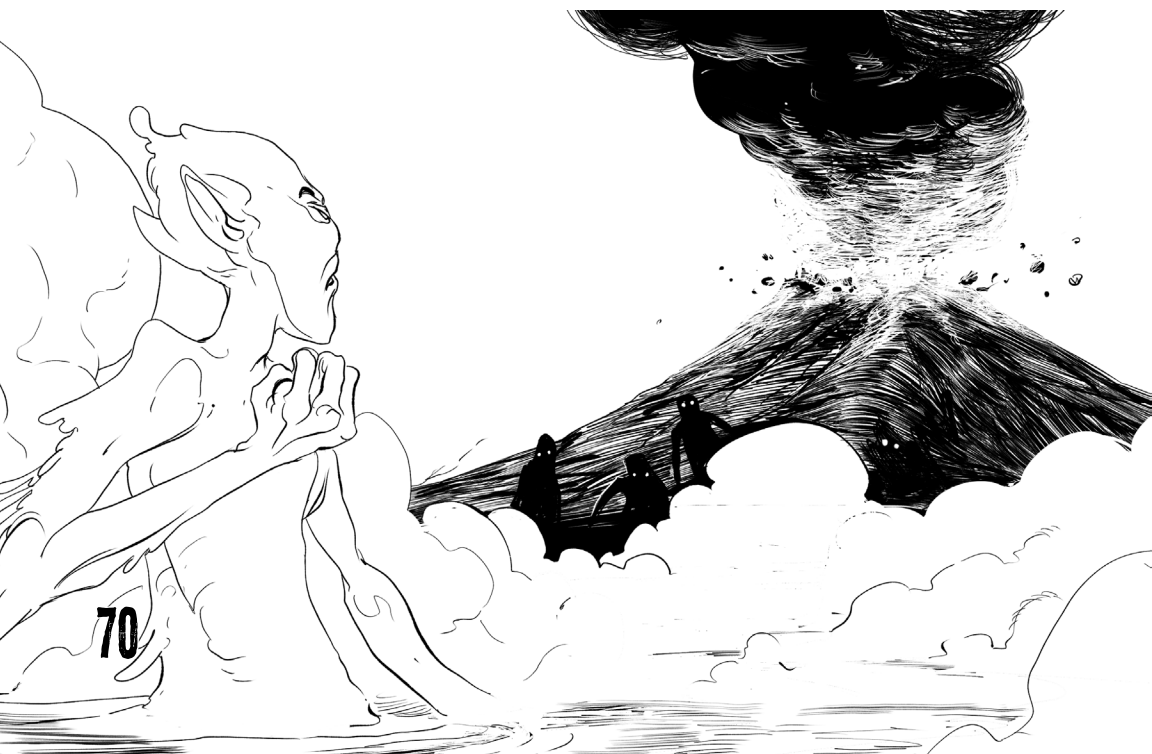
This mystery puts the hunters' community in danger from a volcanic eruption. Earth-warmer the volcano is lashing out in anger at its lover, Coolness-bringer—the river closest to the community. The hunters will need to sort out the volcano and river's relationship problems to save their people.

I've avoided giving the volcano and river any gender by default, as it seems like such spirits transcend such human traits. However, feel free to give them whatever genders make sense to you.

If you've already established enough of the hunter community's surroundings without a suitable location for the volcano and river, place them near a friendly community that sends for the hunters for help.

THE TRANSGRESSION

The wrongdoing here is all to do with the relationship between Coolness-bringer and Earth-warmer. They had a settled marriage (of a sort), with their main contact at a geothermal area nearby where the fires beneath met the river waters. In that area, the geysers, hot springs, and mineral terraces were born—the offspring of the river and volcano.



On one side, Earth-warmer became jealous of Coolness-bringer because its waters flow far from Earth-warmer's home into other regions. What did Coolness-bringer get up to there? Are there other lovers? In order to restrain Coolness-bringer from any straying, Earth-warmer sent lava flows in an attempt to block the river from leaving. That's the source of the eruption. Coolness-bringer's reaction is angry—it's building up its waters to send massive floods to get past the Earth-warmer's new rocky dams. That will also be very bad for the community.

On the other side, Coolness-bringer has varied between affectionate and distant to Earth-warmer. This is both emotionally and literally, with the river changing course to be closer or further from the volcanic cone based on its mood (in human terms, this happens over generations). When it's distant, Earth-warmer has felt lonely and abandoned, and when close, the river has often eroded parts of the volcano's "body," causing it harm. Most recently, the river has shifted course away in reaction to Earth-warmer's accusations (which the volcano took to mean its suspicions were correct).

In between, the pair's children are stuck between the warring spirits. The children might also be endangered by the forces their parents wield.

In order to make this problem right, the hunters will need both Earth-warmer and Coolness-bringer to either reconcile and rekindle their relationship, or else accept that it is over (and make some arrangement for the children).

To have the pair reconcile, the hunters might:

- Provide evidence that makes Earth-warmer doubt their jealousy and apologise.
- Convince both of them to look past perceived slights and have another go.
- Argue that they should think of the children.
- Come up with something valuable Earth-warmer can gift to Coolness-bringer to make up for the slight.

To have the pair move on, the hunters might:

- Get both to accept they have separate lives now (and make an arrangement for the children).
- Find a new potential lover for either or both of them.
- Make a sensible case for getting along as exes.

The mystery doesn't assume that there's a single, or easy, answer to this problem. Once the hunters figure out the problem, let them come up with a plan and let that be the way to solve it. That doesn't mean that you need to make it easy for them—whatever they come up with, make them figure out how to put it into action. Those actions will mostly be convincing a volcano and a river to go along with them!



HOOK

Earth-warmer, a nearby volcano, has been growing more active. Lava flows are approaching the river Coolness-bringer, which shifted course some years ago (away from the volcanic foothills where it used to run).

Now Earth-warmer is violently erupting! Bombs, earthquakes, and lava flows are directly endangering the community.

COUNTDOWN

Day	Lava flows begin heading directly towards the community
Shadows	Coolness-bringer starts changing erratically (flooding, shrinking).
Sunset	Lava flows threaten lives directly.
Dusk	Lava flows burn the community centre, potentially catching some people in the fires.
Nightfall	Coolness-bringer floods catastrophically, killing people who had just fled the lava.
Midnight	Earth-warmer's eruptions become full and disastrous, blasting the whole region.

EARTH-WARMER, THE VOLCANO

Monster: Imperator (motivation: to possess and control the river),

Form: Nature spirit

A low but active volcano situated near the hunter's community. Coolness-bringer passes close to the cone, and between is the geothermal area they created (their children). Earth-warmer is normally covered in healthy vegetation, but recent activity has blasted charred craters and lava paths on its sides and the area surrounding it.

In personality, it is fiery, angry, and impulsive.

Earth-warmer may take a humanoid form if the hunters want to talk to it, for convenience. It appears as a strong warrior with black rocky skin. At joints, glowing magma can be seen beneath. Its voice is hot and roaring.

It should be obvious to your hunters that deciding to fight a volcano is likely a very bad idea. If they seem to be considering it, remind them that Earth-warmer is in fact a volcano.

Note: If your hunters' community already has a named volcano nearby, use them instead of Earth-warmer!

Powers:

- Volcano stuff: eruptions, lava, bombs, poison gases, smoke, earthquakes.
- Extreme heat if you get too close.
- Violently reshape the land.
- When really riled, change the lava flow's "slow" tag to "quick."

Attacks: Lava flow: 6-harm close/far slow fire; Bomb: 6-harm close/far forceful messy; Deadly fumes: 3-harm any range poison gas; Punch: 2-harm hand forceful fire; Vomit lava: 5-harm close fire messy.

Harm capacity: Humanoid form: 20; Main volcano body: effectively endless

Armour: 1 (rocky skin).

Moves:

- Complain about how Coolness-bringer was carrying on.
- Talk about the damage done by Coolness-bringer eroding its slopes and foothills.
- Ignore the dangers they are creating (to humans, the children, and the land).
- Worry about the children.
- React with unthinking anger.

COOLNESS-BRINGER, THE RIVER

Monster: Revenger (motivation: to make Earth-warmer regret its jealousy), Form: Nature spirit

In personality, it is generous, stubborn, relentless, and protean. It changes attitude at any moment, often without warning. This is behind the river's sudden (at least, sudden for landscapes) changes in attitude to Earth-warmer.

Coolness-bringer may take a humanoid form if the hunters want to talk to it, for convenience. It appears as a lithe swimmer, blue and green and constantly shifting form.

It should be obvious to your hunters that deciding to fight a large river is likely a very bad idea. If they seem to be considering it, remind them that Coolness-bringer is in fact a river.

Note: If your hunters' community already has a major named river, use them instead of Coolness-bringer!

Powers:

- River stuff: flooding, pulling something under, bursting its banks, changing course, bringing river creatures to aid it (fish, crocodiles, etc.).
- Steadily reshape the land.

Attacks: Flash flood: 4-harm any range quick water forceful drowning; Pull under: 4-harm intimate water drowning forceful—intimate means “within Coolness-bringer’s waters.”

Harm capacity: Humanoid form: 10; Main river body: effectively endless

Armour: 3 (liquid).

Moves:

- Suddenly change attitude.
- Complain about Earth-warmer's irrational jealousy.
- Ignore the dangers they are creating (to humans, the children, and the land).
- Worry about the children.
- React with stubborn willfulness.

THE GEOTHERMAL CHILDREN

Bystanders: Gossips (motivation: to pass on rumours)

The children are various geothermal features found in the Nursery. They can be geysers, hot springs, mineral terraces, bubbling mud pools, vividly coloured pools, steaming warm streams, vents emitting steam, or any other feature that combines water and volcanism. As with their parents, the children may choose to appear in a more human-like form to talk to the hunters (with the exception of Peaceful-rest, it's happy as a pool). Their human-like form and styles reflect their nature.

As a starter, include these children:

- **Awful-smell**, a steam vent. A youngster who takes Coolness-bringer's side in the relationship dispute. Awful-smell is a bit shy.
- **Boomer**, a geyser. Sudden bursts of activity, but mostly sullen and quiet.
- **Hiss**, a geyser. Always murmuring. Thoughtful.
- **Moon Pool**, a hot pool. Vividly green, Moon Pool's mood and therefore temperature varies from time to time, so they are not safe to bathe in. Moon Pool is close to Earth-warmer and will loudly take its side if the relationship is brought up.
- **Peaceful-rest**, a hot pool. Known to people who live nearby for its hospitality, Peaceful-rest encourages you to bathe and relax in its waters. It likes to hear your stories and gossip while you are there.

Powers: Depends on the child—pick any that would apply. Heat things; explosive blast; toxic water; toxic fumes; cool things; psychoactive fumes.

Attacks:

- **Hot pool types:** Boiling water/mud (4-harm intimate hot).
- **Geyser types:** Blast of steam (3-harm intimate/hand/close hot area).
- **Vent types:** Toxic fumes (2-harm close poison obscuring area).

Harm capacity: Small children: 5; Medium children: 10; Large children: 15

Armour: 1 if rocky/watery, otherwise 0.

Moves:

- Gossip about siblings, parents, or visitors.
- Family drama.
- Rumbling warning of gathering energy.



THE NURSERY

Location: Meeting place (motivation: to bring people together)

This area is where children of the river and volcano make their home. It's an active geothermal landscape filled with their children (springs, mud pools, geysers, and so forth). The area has a mix of lush and withered vegetation, due the fertile volcanic soils and frequent toxic emissions. The ground feels a bit hollow and fragile.

The nursery is filled with children. Some live in groups of siblings, others have found spaces off on their own.

It's also an area used by other nearby folk. The hot pools allow bathing and relaxation, or if they're too hot for that, places for cooking. Some minerals found around the children are used for medicines. The children are generally hospitable, but visitors usually bring gifts for them to show their gratitude.

Moves:

- Meet one of the children.
- Infrequently, meet the humanoid form of Earth-warmer or Coolness-bringer.
- Meet a group of people here to bathe.
- Geyser eruption.
- Unpleasant or poisonous fumes and steam.
- Thin ground gives way.



RACING LAVA

Minion: Swarm (motivation: to overwhelm and destroy)

These are the lava flows sent to block the river (which will incidentally destroy the community). Think of them simultaneously as a dangerous river of lava and creatures racing across the land, gleefully burning as they go.

As spirits/creatures, they are a horde of small humanoids about 40 cm tall. They glow orange with heat, and their reaching claws and feet ignite all they touch.

Powers: Deadly hot; blazing ignition; run faster than humans.

Attacks: Touch: 3-harm intimate/hand fire.

Harm capacity: Individuals: 3; Group/lava flow: 10.

Armour: None.

Weakness: Water, or anything else that cools them rapidly. This causes them to freeze into stone.

Moves:

- Race across the land.
- Set things alight and laugh with glee.
- Attempt to reach and block Coolness-bringer.
- Suddenly change speed (slow to fast, or fast to slow).
- Follow the landscape, from higher to lower.
- Ignore what Earth-warmer wants them to do, if there's more destruction to wreak elsewhere.



GAZELLE-EYES

Bystander: Witness (motivation: to reveal information)

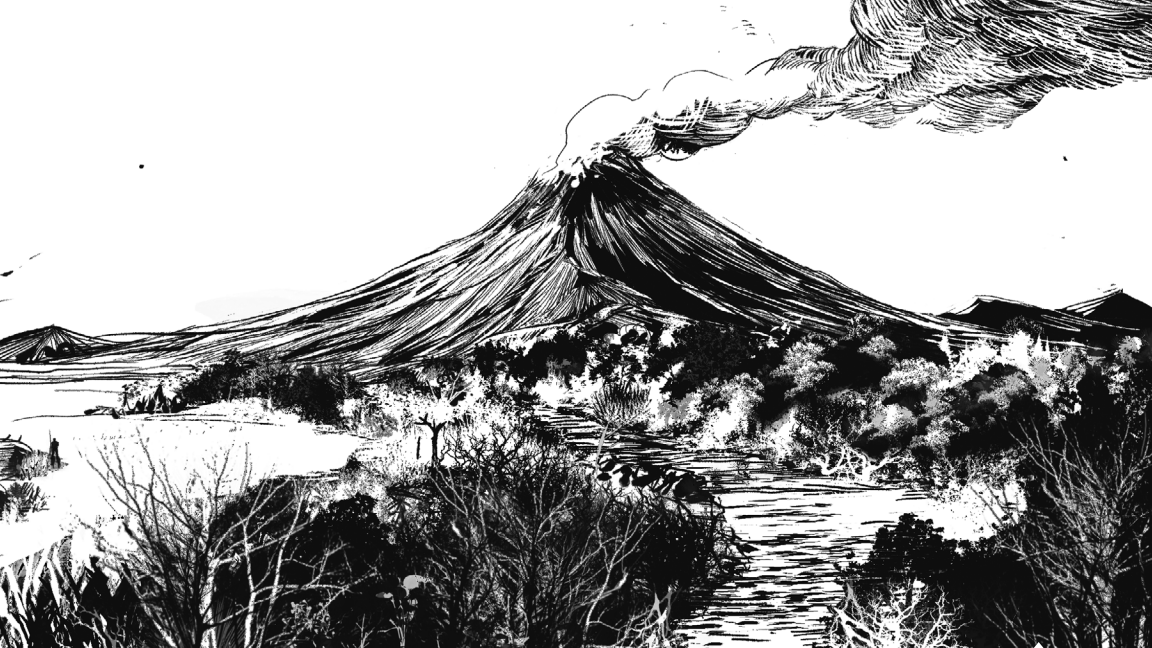
Gazelle-eyes is a member of the community threatened by the lava and flooding. He's a frequent visitor to the Nursery, enjoying his hot soaks in the pools there as well as talking with the children and other visitors.

He's middle-aged, dresses in comfy clothes, and is pretty chill.

In the course of these visits, he's learned a lot of the history of the relationship between Earth-warmer and Coolness-bringer. He doesn't know the full details, but certainly knows bits and pieces that the hunters can use to put together the story.

Moves:

- Relax.
- Gossip.
- Tell the hunters that Earth-warmer and Coolness-bringer got on great until fairly recently.
- Tell the hunters that he thinks Earth-warmer has grown jealous. Of what? Maybe some of the children know?
- Tell the hunters that Earth-warmer and Coolness-bringer had some big fights, and the current fuss is the biggest.



KEEPER ADVICE

This mystery leans into the animist side of the *Bone Spear* setting. It's challenging, but try to blur the lines between the “natural form” of the characters and their “spirit form.” If the hunters are talking to Earth-warmer, Coolness-bringer, or any of the children, your descriptions may switch between styles at any moment.

For example, the hunters might address Moon Pool by standing at the edge of its green waters and at first the waters talk back to them. Then—as the discussion goes on—you could describe Moon Pool changing their standing position and adjusting their clothes. Later, perhaps it expresses its displeasure with angry bubbling eruptions of water.

If the hunters have made some special arrangement to talk to these characters in person (perhaps with the help of a spirit-talker or magic), you may disregard that dual nature and just have them stay in their human-like form during the encounter.

The other side of the mystery is the “relationship therapy” side. Once the hunters have figured out the problem, they need to come up with some kind of arrangement for the two to get along (or at least not fight). In order to make this work, go with the first plan the hunters come up with. Whatever solution they decide to try and make work will be the right one, but you should make them work to get there! They will certainly need to do lots of persuading, and possibly go on some quests to prove they are worthy. This mystery is also a good chance to get lots of spirit stuff into your series, involving rituals, elder lore-keepers, and psychedelic mental journeys.

THE DREAMING ARMY

A mystery to use with Dreaming with the Gods by S. M. Harrison

An army of sleepwalkers slowly march their way from the outskirts of Helos toward the Soaring City of Hermessia. Each night, more are conscripted into their ranks, sharing the dream of their general, former Musketeer Marius Gaius.

HOOK

Potential ways for the hunters to get involved:

- A hunter's loved one has gone missing and was reportedly sighted amongst the ranks of the Dreaming Army.
- Salvador, the mayor of Piccolo, has hired the hunters to keep the army away from his village and protect its small population.
- One of the hunters grew up in Piccolo and still has family there. They have heard that an army is forcibly recruiting people and are worried their family will be targeted.
- The hunters' superiors have received worrying reports about a former Musketeer forming a militia and have ordered the hunters to eliminate the threat.

COUNTDOWN

Day	The army advances on the small village of Piccolo.
Shadows	All the outlying families near Piccolo are recruited. Bystanders that the hunters have already met and interacted with are conscripted into the army and join in the march.
Sunset	The army parades through Piccolo, adding more bystanders into its ranks.
Dusk	A larger town is engulfed by the army, on its way to Hermessia.
Nightfall	Hermessia comes under siege.
Midnight	The Dreaming Army infiltrates Hermessia and lays waste to the city's defences. General Marius Gaius claims the throne.

THE DREAMING ARMY

Phenomena: Teratogen (motivation: to turn creatures and people into monsters)

The army is a collective of slumbering citizens who have been forcibly enlisted into its ranks. It is predominantly made up of fighting-aged citizens; however, it will enlist anyone that interferes with it directly. The army is a hive-mind that works to recruit, promote from within by turning the soldiers into Dreamtouched, and march to Hermessia for war.

Each day the army continues to march, a few of the longer-serving soldiers become Dreamtouched, and a few of the Dreamtouched become monsters. See *Enlistment Process* for more information.

Powers:

- **Relentless Endurance:** While in the army, the soldiers are not hindered or slowed by pain or injury.
- **Sir, Yes Sir!:** Immediately and relentlessly follow the general's orders.
- **Changing of the Guard:** The army reveals someone familiar to the hunter(s)—a loved one or an innocent-looking soldier who attacks the hunter(s).
- **Enlistment Process:** When a hunter is harmed by the army, roll +Cool. On a 12+, you are permanently free of the army's call. On a 10+, you shake off the urge to march and have a +1 forward. On a 7–9, you take -1 forward. On a miss, you start the enlistment process.
- You start to feel sleepy and feel the call to join the army.
- You enter the Dreamscape while their body joins the ranks of the Dreaming Army.
- You're promoted to Dreamtouched. See *Codex of Worlds* page 239 for Contact Dreams and the results of a miss for Turn into a Dreamtouched, for more information.
- You're promoted to a monster. See *Codex of Worlds* pages 251–258 for the Bestiary and how to create monsters.
- Whenever the army scores an important victory or the Dreamscape's influence over you increases, move one step in the enlistment process.

Weakness: Connection to the general via his dreaming eye.

Attacks:

- Choose one of these per soldier: Big knife: 1-harm hand; Repeating crossbow: 2-harm close quick; Spear: 2-harm hand/close; Sword: 2-hard hand; Buckler: 1-harm hand.
- **Strength in Numbers:** When the army does a mass attack (5-harm hand messy).

GENERAL MARIUS GAIUS

Monster: Collector (motivation: to steal specific sorts of things)

Marius was until recently a loyal Musketeer and trusted advisor to Queen Helena. He was gravely injured saving the monarch from a monster attack and granted an early retirement. Unbeknownst to all, Marius had become Dreamtouched and believes he was unfairly exiled. He seeks retribution for this slight and thus leads his army to take the throne for himself.

He is in his early forties with a scar through his right eye. The eye is completely white and, upon close examination, reflects images from the dreamscape. Blinding his dreaming eye will sever his connection with the Dreaming Army. He is arrogant but also intelligent, driven, and a cunning strategist.

Powers: Command his army; see into the dreamscape.

Attacks: Dreamforged rapier: 4-harm hand magic; Flintlock pistol: 3-harm close reload.

Harm capacity: 10 ☐☐☐☐☐ ☐☐☐☐☐

Armour: 1 (leather armour).

Weaknesses: Can be killed in the Dreamscape.

Moves:

- **Strategic Fighter:** The general's experience in battle has made him a cunning fighter, a master at command, and a superior strategist. He may:
 - Swap places with a nearby dreaming soldier.
 - Deflect an attack so he takes less harm (-1 harm).
 - Redirect an attack so it hits a bystander or other innocent.
 - Enlist someone into the army.
- **Higher Ground:** While in the dreamscape, the general has command of the battlefield and can control the terrain.



SCOUTS

Minion: Renfield (motivation: to push victims towards the monster)

Their job is to scout ahead in villages to find and mark suitable candidates to conscript into the Dreaming Army.

At first glance, they look normal and may be able to blend in with the local villagers. However, upon closer inspection, they exhibit some animalistic traits, such as growling, sniffing the air, unblinking, etc.

Attacks: Big knife: 1-harm hand.

Harm capacity: 7 ☐☐☐☐☐☐☐☐

Armour: None.

Moves:

- **Forced Conscription:** Mark people for enlistment. Those marked will be drawn to the Dreaming Army.

SALVADOR RUGGERI, VILLAGE ELDER

Bystander: Innocent (motivation: to do the right thing)

The appointed leader and elder of the small village of Piccolo. He has lived a good life but has outlived both his wife and daughter. Salvador is willing to sacrifice himself in order to protect his remaining family: his son-in-law Luis and grandchildren Tristan, Talbot, Tobias, and Tiberia.

Attacks: Walking stick: 1-harm hand innocuous messy.

GENEVIEVE DE CHIVERNY, MUSKETEER

Bystander: Busybody (motivation: to interfere in other people's plans)

Genevieve has been sent to investigate and disperse the army. She is a noble and accustomed to the finer things in life; some might go so far to call her lazy. Genevieve will do the bare minimum required, either leaving the bulk of the work to her subordinate or taking the easiest and swiftest option so she can return quickly to the comfort of Helos.

The information that Genevieve and her superiors currently have is that a small militia of upstarts has formed on the outskirts of Helos and they are recruiting villagers as they march toward the Soaring City. As such, they do not believe the army to be any real threat.

Attacks: Dreamsteel rapier (2-harm hand balanced).

COLIN COLBERT, MUSKETEER

Bystander: Helper (motivation: to join the hunt)

Colin has become disenchanted with the Musketeers of late, having seen the lavish lifestyles a number of his superiors, including Genevieve, lead in the Soaring City. Sitting comfortably in the castle was not what he had signed on for and he is looking forward to finally getting his hands dirty and working with the people. See *Codex of Worlds* pages 246–247 for more information.

Colin has a more personal grudge against Genevieve. She was once partnered with his father, and Colin is convinced that due to a mistake on her part, Genevieve is the reason his father became Dreamtouched and ultimately turned into a monster.

Attacks: Dreamsteel rapier: 2-harm hand balanced.

PENELOPE BEAUMONT, TRAVELLING MINSTREL

Bystander: Witness (motivation: to reveal information)

Penelope is a nondescript woman in her late twenties who easily blends into the crowd, unless she is performing. Her main talents include singing, acrobatics, and spying. All three have allowed her to follow and get ahead of the Dreaming Army and its general.

She is also marked for enlistment and is currently fighting the army's call to march.

What Penelope knows:

- The army was created and is being led by former Musketeer, Marius Gaius. He is known for his cunning and strategic command.
- Scouts are sent ahead to “enchant” fit people to leave their homes and join the army when it passes through their village.
- The “soldiers” march day and night, without breaks or complaint. They appear to be sleep-walking.
- She has a good guess at the army's next destination.

Attacks: Ancient stiletto (1-harm intimate/hand small valuable); Alchemical vials (2-harm close magic many volatile).

Harm capacity: 7 ☐☐☐☐☐☐☐☐

Armour: 1 (superior reflexes).

Moves:

- **Escape Artist:** can escape from almost any situation.



THE VILLAGERS OF PICCOLO

Bystanders: Victims (motivation: to put themselves in danger)

The villagers of Piccolo are happy and humble people. They live simple lives and while welcoming of travellers, they tend to have little interest in the allure of larger towns or the Soaring City—except for the youth who want more exciting lives. A few sample villagers:

- Luis, owner of the tavern and father to Tristan, Talbot, Tobias, and Tiberia.
- Old Blanc, a jack-of-all-trades around the village: brewer, roofer, watchman, drunk, etc.
- Alexa, is a middle-aged woman who runs the apothecary. The children of the village believe her to be a witch—she does have crazy hair and a large cat named Hachette.
- Tristan, Talbot, Tobias and Tiberia, Salvador's prankster grandchildren who often get into trouble and places they shouldn't be.

PICCOLO VILLAGE

Location: Hub (motivation: to reveal information)

A quaint and well-kept village situated along the main highway of Helos and only a few days' travel to Hermessia. Travellers are welcomed at the tavern and in private homes as they bring trade of essential goods and news of the outside world. Some locations of note within the village:

- The Happy Little Tavern, a small but clean tavern and inn that is frequented by locals and travellers. It is run by Luis and his family.
- The village elder's house, which is used as both a meeting house and his residence. It is one of the larger buildings in the village; however, the elder currently lives alone.



HELOS HIGHWAY

Location: Crossroads (motivation: to bring people, and things, together)

The main arterial road that travels across the country is known as the Helos Highway and was initially a simple dirt road. The Queen ordered the entire road to be paved starting from Helos outward. This endeavour is ongoing and work is due to reach the village of Piccolo any day now.

Note: The workers on the highway are innocent bystanders who can be used as a source for army recruits and/or be of potential interest to the hunters.

Moves:

- **Freedom of Movement:** All travel along the paved road is much faster than that on the original rutted and unpredictable dirt road.

BATTLEFIELD IN THE DREAMSCAPE

Location: Maze (motivation: to confuse and separate)

If the hunters enter the Dreamscape to battle the general, they will find themselves on a battlefield filled with obstacles and illusions. See *Codex of Worlds* pages 238–239 for more information on the Dreamscape.

Moves:

- **Don't Hurt Me:** The dreamscape pulls memories and visages of loved ones from the hunters' minds to use against them.
- **Divide and Conquer:** The battlefield shifts and changes in order to separate the hunters so the general can pick them off one by one.
- **Field Promotion:** If any of the hunters have been conscripted, they will start the enlistment process. If they are already enlisted, they move to the next stage of the process.



AFTERMATH

If the general is defeated or his connection to the Dreaming Army is severed, the army will continue to march without direction.

If the Dreaming Army is defeated but the general is not, he will make a tactical retreat and likely find another way to take his revenge on the Queen and the Musketeers.

If the hunters are unable to solve the mystery and take out the general, the army will continue to walk to Hermessia. They will overtake the unprepared city and the general will seize the throne and imprison the Queen. Alternatively, if the hunters are able to convince the Hermessian army to intervene before they reach the city, Hermessia will win with only minimal casualties. The general will be handed over to the Dream Alchemists and the Dreaming Army will be dispatched.

KEEPER ADVICE

The sheer number of soldiers means that the Dreaming Army will be nearly impossible to overcome if the hunters choose to fight them on their own or without the aid of **big magic**.

If you decide to use the hook where a hunter's home village is in danger, work with the player to populate the village with their family. Feel free to rename the village and the provided bystanders to suit.

If the hunters decide to enter the Dreamscape, whether to rescue an individual soldier from the Dreaming Army or to confront the general directly, they can:

Use a **big magic** ritual to dive into dreams. See *Codex of Worlds* pages 232–233 for more information.

Choose to enlist in the army. However, they will need to **act under pressure** to work against the general's orders.

Come up with something else creative and fun!

See *Codex of Worlds* pages 245–247 for information on Hermessia, Queen Helena, and the Musketeers.

BUTTERFLIES

A haunt set in London, using the Gothic Century setting by Banana Chan

Content warnings: Child endangerment, missing people, body horror, bugs, gaslighting, manipulation, alcohol use.

“Yet another child gone missing. The mother left them outside to play. Says she heard the sound of bells. Such a shame that this is what the world has come to—can’t even let our children out to play.” The elderly neighbour, Rosemary, shakes her head as she watches a detective unsuccessfully consoling a crying couple from across the street.

The hunters notice several missing person posters for children and adults plastered on the dirty brick walls over the course of the last few weeks. Upon speaking with friends and family members of the missing loved ones, they all have the same thing in common—bells were heard seconds before their disappearance, and the area where they were last seen has a trail of a sticky, glittery substance leading to the basement of archaeologist Louise Thomason’s house. There, the hunters will face the many small, winged creatures that threaten this world’s existence.

These fairies have lured several children and adults from the East End to the basement of Louise Thomason’s house. After using so much of her own blood, a weakened Thomason is under the belief that these abductees will give the fairies enough power to bring her dead lover back.

Meanwhile, rumours are spreading from the West End that Thomason is behind the abductions, with the belief that she is an anarchist who is trying to convert others into a lifestyle of anarchy. Neighbours claim to have heard several people debating and yelling inside Thomason’s house, leading townsfolk to believe that she is hosting anarchist meetings. She’s been seen sneaking out at odd hours of night, painting strange symbols on the walls near the abducted’s homes, which East Enders believe to be political vandalism for her cause. But what is actually happening is far more complicated.

This haunt is designed for a mist-laden dreary London. The locations available on *Codex of Worlds*, page 185 can be used in this setting.

THEMES

Inequalities, urbanisation, violence, grief

HOOK

The hunters notice a few things that may draw them to the haunt. Several missing person posters strewn across the stony streets of the East End. The wind sends the posters flying off the grimy walls with the names Stanley, Maud, George, and more. A crying couple, Cosima and Akash Singh, is desperate for someone to help them find their child, Uma. Rosemary, a local leader of the community, explains what is going on to the hunters, as a sickly sweet smell lingers in the air, like rotten fruit, leading the hunters to the victims' last known whereabouts.

COUNTDOWN

Day	Thomason continues to feed people to the Summer, using their flesh and blood to birth stalactites in her basement.
Shadows	Several noise complaints for Thomason's house and vandalism reports saying that Thomason is painting anarchist symbols around the neighbourhood are filed. Neighbours assume anyone seen around her house is an anarchist.
Sunset	Thomason loses her humanity the longer she is exposed to the fairy excrement. Her skin sinks off her face, her flesh is eventually melded with the walls of her basement, and her rib cage cracks open, revealing the rift into the Summer.
Dusk	More fairies burst through the stalactites that hang in Thomason's basement, feeding on the abductees' remains.
Nightfall	Glitter excrement seeps into the cracks and crevices of Thomason's basement, lined with Thomason's innards, and the rift into the Summer widens. West Enders rile up the East Enders with their own agenda, and they have formed an angry mob outside of Thomason's house.
Midnight	The Summer is released into the city, swallowing the concrete and its people, spitting out lush lavender greenery.

THE EAST END

Location: Crossroads (motivation: to bring people, and things, together)

The working class spend their days here in the East End, where the docks and factories are located. It also caters to this clientele through its marketplaces and pubs.

Moves:

- Gossip moves fast at the pubs, markets, docks, factories, everywhere.
- Drunk folks stumble out of pubs and are easily influenced by anger or excitement.
- Missing person posters are plastered on the walls.

THOMASON'S CELLAR

Location: Hellgate (motivation: to create evil)

Thomason's house is nestled at the edge of the East End. At night, the windows of the locked cellar glow green, as the Fae Queen gains more power, and becomes strong enough to open a rift to their dimension: the Summer. In the room, candles light the stacks of research papers on the Fae Queen and the fairies and dirty dishes. It is obvious that Thomason has spent days knee-deep in research, without leaving.

Moves:

- Small fairies birth from the stalactites that hang from the walls.
- Candles topple over, sparking a fire, using the research papers as kindling.
- (When Thomason loses her humanity) The walls groan in pain, desperate for someone to end the suffering.



THE SUMMER

Phenomenon: Corruption (motivation: to erode the laws of nature)

The world of fairies that wants to dominate ours. It spawns a light purple kudzu that flourishes in human flesh, devouring it like a bacterial toxin would attack a cell. As it spreads, it grows vines for the fairies to rest their wings, creating cocoons out of their clear glittery excrement. When the glue-like substance solidifies, it forms a stalactite from the wall that bears small fairies as its fruit.

Upon seeing the Summer, hallucinatory visions of loved ones can appear before the viewer, tricking them to come closer to the deadly otherworld.

Tenacity: 3 ☐☐☐

Powers:

- **Invasive:** The Summer bonds with our world's local wildlife—rats, cockroaches, humans—and constricts its prey before tearing it open to reveal its insides. If you touch the Summer, roll +Sharp. On a 10+, you escape. Nothing happens. On a 7–9, it covers the part of your body it touches, and stays there for the rest of the game. On a miss, it constricts that part of your body it touches. Take 2-harm and mark experience.
- **Secret Garden:** The Summer is beautiful and serene. When you see it, you are reminded of someone you miss. Describe who it is and how it makes you wish you could enter the Summer.

Weakness:

- **Up in Flames:** When a fire large enough to consume the Thomason's house spreads once the tenacity track is full, the Summer's weeds will be suppressed and shrink back into the rift. If the fire isn't large enough, it won't successfully stop the Summer from spreading.
- **Saying Goodbye:** The other way to close the portal to the Summer once the tenacity track is filled is when someone moves on from a loved one they had lost.

THE FAE QUEEN

Monster: Breeder (motivation: to create evil in the form of the Summer)

The Fae Queen is a nature spirit who was resting in a dormant stalactite, a stolen artefact that was on its way to the British Museum. Louise Thomason was on the expedition when the artefact was lifted from its prison and, knowing the artefact's history, she kept it in her lab. Thomason used it to summon the mother of fairies, thinking that she would bring Thomason's lover back from the dead.

A deal was sealed between Thomason and the Fae Queen—Thomason's lover would be brought back to life in exchange for human blood. A pint from Thomason opened a crack into the Summer, but the Queen demanded more. Weak and unable to stop the Queen, Thomason fed more blood to the Summer's vines, birthing the Queen's fairy army.

Unlike her fairies, the Queen is slightly larger, and her mandibles can crush a target while she sucks the blood out of them, before spitting it onto the Summer soil.

Powers: Very fast; extremely cunning; invisibility; unnatural horticulture.

Attacks: Glitter sludge bomb: 3-harm close magic messy; Mandible chomp: 3-harm intimate life-drain.

Harm capacity: 10 ☐☐☐☐☐ ☐☐☐☐☐☐

Armour: 2

Moves:

- **Talk Persuasively:** She uses memories of your loved ones as leverage against you.
- **Conceal Itself:** She turns invisible, but you can still hear the sound of bells.
- **Transform the Local Environment:** She blends blood with the Summer soil to create vines for her fairies.

THE FAIRIES

Minions: Servants (motivation: to lure victims towards the monster)

Small humanoid creatures the size of a fist with the faces of beetles and wings of brimstone butterflies. They excrete a glitter substance where they land through their mandibles. As their wings flap, the sound of jingling bells can be heard.

The fairies serve their Queen and giggle with delight when they lure humans to their doom. They follow the symbols that Thomason has placed for them to find the appropriate victims for the Fae Queen.

Powers: Form a swarm; Sneak around; Pique one's curiosity.

Attacks: Bug bite: 2-harm intimate magic poison. The poison from the bite makes the victim paralyzed.

Harm capacity: 3 ☐☐☐

Armour: 1

Weakness: Iron and silver.

Moves:

- Appear suddenly
- Capture someone to feed to their master, the Fae Queen

ROSEMARY AND OTHER EAST ENDERS

Bystander: Busybody (motivation: to interfere in other people's plans)

Rosemary is a leader in her community who wants to do what's right, but is driven by fear and anxiety. Her neighbours are shaken. And she has to do something. Any suspects or scapegoats will automatically be targeted, so best to stay out of her way as she forms her mob of angry and confused East Enders.

Attacks: Pitchforks: 2-harm close messy.

Moves:

- Get in the way.
- Try to protect people.

CHARLES AND OTHER WEST ENDERS

Bystander: Gossip (motivation: to pass on rumours)

Charles is a fellow archaeologist who was Thomason's employer at one point, before she decided to work for herself. When she was contracted to work for the British Museum, Charles was overcome with jealousy. Overhearing that the case of the missing people may have something to do with Thomason, he did what he does best—spread rumours that she has turned to a life of crime, working with anarchists to hold London hostage.

Moves:

- Get in the way.
- Reveal something.

LOUISE THOMASON

Bystander: Victim (motivation: to put herself in danger)

Desperate for her lost love, Alfred, to come back to her, the archaeologist spent years researching the Fae Queen, believing that she could rewind the minutes before he was consumed by flames.

As part of her deal with the Fae Queen, Thomason has agreed to paint a symbol by the homes of potential victims so the Fae Queen's fairies can easily find them. Typically, these are folks that Thomason believes no one will miss.

Attacks: Punch and kick: 1-harm intimate. She has lost a lot of blood, so she may be weaker than she normally is, but she is still relatively strong.

Harm capacity: 3 □□□

Moves:

- Argue with the hunters.
- Freak out in terror.

Note that at Sunset, Thomason will no longer be able to use any of her attacks or moves, since she will have lost all her humanity and is now a part of the Summer.

KEEPER ADVICE

Remember to use the hunters' memories and past relationships against them when they encounter the Summer or the Fae Queen. These characters are meant to be manipulative, luring them into the basement so they can release their blood and flesh in exchange for a life that could have been or what once was.

It's also possible that an angry mob becomes consumed by the Summer. If they do, describe the bloodshed and how it mingles with the gorgeous otherworldly Summer surroundings.

Need additional inspiration for running this haunt? Check out the Spice Girls' music video *Viva Forever*, which this haunt was based on.



SWEET REVENGE

A mystery for use with Gothic Century by Liam Stevens

Around the city, hope is vanishing. The working classes lose all desire to work and turn on one another in the streets while high society bickers. The source of all of this is a curse placed on a large sugar mill that supplies most of the realm. Built on stolen land, this mill has been run on cruelty and suffering since its inception, all in the hyper-efficient pursuit of capital for its owner. A holy man of the native owners of the land used his last breath to curse the mill, and now all that comes from its fields is tainted by the trauma and suffering that the plant has inflicted for decades. Those who consume its products experience the suffering this mill has wrought upon others throughout its existence.

This has gone unnoticed at the mill as the owner passed long ago, though his soul remains out of stubborn spite. He turned the day-to-day operations over to automation long ago, as the meagre costs of slavery were still too high. His soul conjures up more and more costs to cut to reduce any and all expenditure he can while experimental machines tear up the land, its crop, and anything that gets in their way. The sugar they produce is tainted with bitter spite. The byproducts are used to make rum of soul-destroying nihilism. These combine to remove all hope, optimism, and civility from society as it consumes the product of capitalist greed.

This haunt can take place anywhere with colonial underpinnings and a history of slavery. Sugar cane requires warm conditions to grow and isn't typically found in Europe, but could be nearby in a Gothic USA setting. If your game is set in Europe, a trip to a colonial outpost in somewhere like the Americas, Caribbean, India, far East, or Pacific would work. Choose somewhere you find inspirational within the tropics and set it there. An ocean voyage is the perfect time for some character development through roleplay, especially if some tainted rum makes it onboard. Start with an investigation phase at home to link the strange happenings to products from the mill, throw in some reports of similar things taking place at the outpost, and have a ship leaving port soon that they can hitch a ride on.

Themes include: colonisation, slavery, trauma, and greed.



HOOK

The impacts of the curse come to the hunters' attention as society slowly starts to unravel around them. First the bawdy houses and alleyways turn to carnage due to the drink, and the rest follows. Newspapers speak of social deprivation, firebrands take to the street and preach the benefits of temperance, sugar skyrockets in price as the wealthy scramble for alternatives in a monopolised economy. Reports of howls and wailing at the mill circulate. It's only a matter of time before what is going on behind the closed gates of the Old Sugar Mill becomes the question on the lips of the city. If need be, the hunters may even be hired to look into this by a temperance society, or the distant relatives of someone lost to drink.

COUNTDOWN

Day	The tainted rum and sugar is sold widely throughout the city.
Shadows	Grog houses become violently rowdy.
Sunset	A slow depression seeps into society as people become consumed in hopelessness.
Dusk	Wailing of the souls of long-dead slaves is heard from the mill.
Nightfall	People consuming Mill products start to see shadowy figures everywhere.
Midnight	Riots break out as people seek to burn the society that grew fat from such suffering.

SUGAR MILL CURSE

Phenomenon: Curse (motivation: to spread suffering, punish greed, and transfer trauma)

Anyone that consumes the products of the Old Sugar Mill is prone to the curse's impact. Its influence slowly creeps out from the Mill like a bleeding wound. The Mill itself is overrun with misery and suffering. All who are near it cannot escape its pain.

Suggested family names: (The Mill and its owner will share one of the following family names) Pembroke/Sobański/Soutzos/Holtz/De Graff.

Tenacity: 3 ☐☐☐

Powers:

- **Hopelessness:** Consuming the products from the Mill or walking its grounds removes all sense of hope or plans for the future. A pessimistic numbness slowly overtakes you until you accept your lot in life and lose any desire to improve the world around you. Hunters mark experience if they fail to act in a moment of need or in daring and risky ways as apathy consumes them.
- **Isolation:** The curse slowly removes the desire to be a part of a whole. People find themselves wanting to be alone in their own misery, and start to reject others and push people away, even their loved ones. -1 ongoing to **protect someone** and **help out** moves.
- **Trauma:** Heavy consumption or being present at the factory opens you up to the Souls of the Enslaved. Your peripheral vision becomes the home of shadowy figures who wail and plead in strange languages for their release from service. Their cold hands pull at you, slowly driving you mad with the guilt of denying them their humanity.

Weaknesses:

- **Land Back:** Within the deep bowels of the Old Sugar Mill is proof that it was stolen from its rightful indigenous owners. Taking this proof and ensuring the land is returned to its rightful owners once the tenacity track is filled will lift the curse.
- **Return to Nature:** Completely demolishing the Old Sugar Mill and returning it to nature will stop the curse from affecting anyone any longer. The tenacity track must be filled and all trace of the factory removed, especially the Molasses Monster.
- **No Profits:** Losing profits cannot end the curse, but starving the greed of the Old Sugar Mill will make it weaker and safer to confront.

CURSED CONSUMERS

Bystanders: Victims (motivation: to put themselves in danger)

These people are suffering from the curse. They are lost in self pity and hopelessness, and often reject direct efforts to offer them aid. They have a habit of being where they are most inconvenient.

SOULS OF THE ENSLAVED

Bystander: Enslaved (motivation: to be set free through burial)

These shadows move at the edge of sight, wailing for their freedom, reaching out to the living for solace. They appear wherever the curse is strong and try to get help.

They are the souls of the Mill's former slaves, who were left in chains to starve to death when no longer needed. They desperately want to be freed from service to return home across the waves. They can only communicate by wailing and Cold touch, and will try to herd the hunters towards the Slave Cabins.

Attacks: Cold touch: 2-harm hand magic ignore-armour cold.

Harm capacity: 5 □□□□□

Weakness: Their remains lay shackled in the Slave Cabins in the fields of the Old Sugar Mill. If they are cut free from the chains and laid to rest, their wails turn to song as they begin their trek across the sea.

SUGAR HARVESTERS

Minion: Assassin (motivation: to kill the hunters)

These automations of blades and steel churn and process the land for every last piece of productivity they can get, and will do so regardless of what, or who, stands in their way. They mindlessly move through fields, churning and processing all organic matter in their path.

Attacks: Harvest: 3-harm near messy.

Harm capacity: 5 □□□□□

Armour: 1

Weakness:

- **Unintelligent:** Harvesters relentlessly move forward with their gaping mouths of blades, chains, and cogs. They can be disarmed by something suitably robust being thrown into their oncoming maws

FERAL HOUNDS

Minions: Plague (motivation: to devour)

Once used to track down runaway slaves, these packs of hounds roam the Mill and its surrounding land in search of food. They move as a pack and seek out any and all potential food, including the hunters.

Attacks: Chomp: 2-harm intimate hand messy; Pack attack: 4-harm intimate area loud messy.

Harm capacity: 3 □□□

MOLASSES MONSTER

Minion: Cultist (motivation: to save itself)

This large lump of molten molasses resides in what used to be a natural spring. Over time, sugar waste was thrown into the spring, until it was overcome by molasses that was later burnt to make rum. The curse has made it sentient, and it fiercely protects its lair in the dry spring bed. Its hot syrupy mass bubbles with heat and greed. The lands cannot return to nature if this still exists.

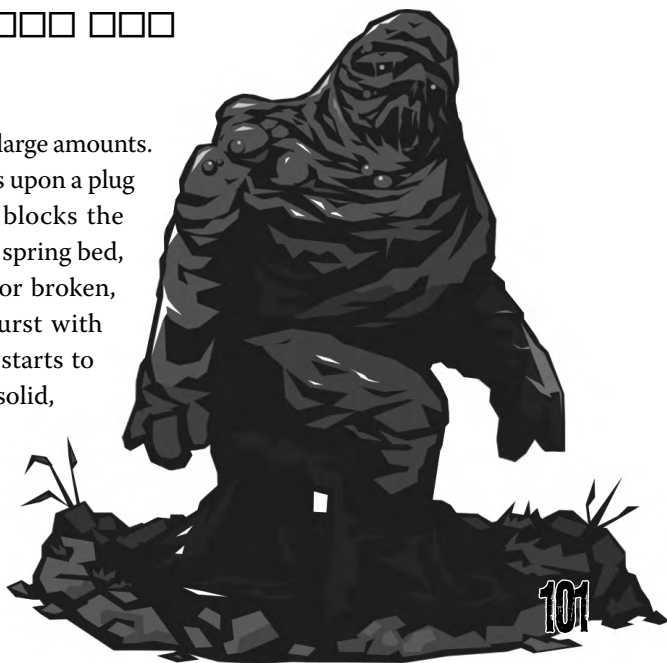
Attacks: Molten ooze: 4-harm intimate burning ignore-armour; Molasses spray: 2-harm near area ignore-armour.

Harm capacity: 8 □□□□□ □□□

Armour: 2

Weakness: Cold water in large amounts.

The Molasses Monster sits upon a plug of hardened sugar that blocks the spring. If lured out of the spring bed, this plug can be moved or broken, causing the spring to burst with water. This immediately starts to cool the monster into a solid, breakable mass.



THE OLD SUGAR MILL

Location: Deathtrap (motivation: to harm intruders)

The Old Sugar Mill is sprawling, taking up fields for acres all around. In its centre, the Mill processes cane into sugar and a distillery turns byproduct into rum. Around these two buildings stand the fields, cabins, and estate. The place is a deathtrap, with any attempts to make the place safe cut in the name of cost savings.

Powers: Whenever hunters attempt to do something with any difficulty, there is a chance that they may fall victim to the inherent danger of a careless site. Any complications that arise from rolls for moves may take the form of worksite accidents.

SLUMS

Location: Crossroads (motivation: to bring people, and things, together)

Around the outskirts of the Old Sugar Mill is a slum inhabited by those who used to work in the Mill before automation and the indigenous people displaced by it. It's ground zero for the curse; everyone here shuffles around, hopeless and addicted to drink provided cheaply by the Mill to keep them in line. Feral Hound packs roam alleys looking for food, be that rubbish or the slum's inhabitants.

SUGAR CANE FIELDS

Location: Maze (motivation: to confuse and separate)

The fields that comprise the grounds of the Old Sugar Mill contain the twisted crop that drives the entire operation. Twisted and crooked stalks of cane cover broken and scoured land as Sugar Harvesters scrape all life from the earth. The hum of machines is only broken by howls from the Souls of the Enslaved and Feral Hounds.

THE SLAVE CABINS

Location: Crossroads (motivation: to bring people, and things, together)

Long huts where slaves were once crammed into at night. Long-since abandoned as the Mill embraced automation. The old inhabitants' bones are still here, chained together and left to starve. The Souls of the Enslaved mourn here and grab for anyone who attempts to leave without helping, desperate for deliverance and freedom from the servitude they were forced into.

THE DISTILLERY

Location: Hellgate (motivation: to create evil)

It is here that the cursed rum is manufactured. It's highly flammable due to the amount of overproof spirits on site, and any open flame here would be catastrophic.

The spring containing the Molasses Monster is outside.

THE ESTATE

Location: Deathtrap (motivation: to harm intruders)

The home of the former owner of the site, filled with the trappings of excess. Exotic trophies line the wall, expensive silverware sits dusty on dinner tables. The spirit of the old owner remains here still, and will slam doors, throw objects, and do anything else imaginable to try and keep the hunters out. Upstairs, the owner's remains are still in his office, alongside a safe with his journals and a deed of sale for the land, which on thorough inspection will prove the land was stolen.

Powers:

- **Poltergeist:** The owner can throw objects from around the home, slam doors, and do other suitably spooky things.

Attacks: Thrown object (3-harm close).

KEEPER ADVICE

It's quite likely that the hunters will have to travel to a setting appropriate for a sugar plantation. Make use of this to ramp up the impacts the curse is having on local inhabitants, as the greed of colonisation turns on its own eventually. Have Cursed Consumers turn up any time you need to complicate things for the hunters and remind them of the general poor state of affairs that has arisen from this place. It may be possible that the hunters clean the place up without disestablishing the Mill or giving it back to the indigenous people. If this happens, things go back to normal for a while before the curse returns, because the original wrong has yet to be righted.

This mystery covers dark themes that still very much exist in our world today. Take care with these and work with your table to handle them in an appropriate way. Avoid problematic portrayals of indigenous people or the enslaved. The mystery has mostly kept them an "other," almost conceptual, to avoid putting any expectation on the Keeper to roleplay marginalised communities. Worry less about accents and individual representation of these peoples in your mystery and instead focus on the larger human impact that they deal with due to this injustice. Also, although the hunters will likely be initially motivated by the goings-on in their own society, ensure that the gravity of suffering for the enslaved and indigenous is never overshadowed by the degradation of the imperial.

ENEMIES TO LOVERS

A mystery for use with Monster Marches by James Mendez Hodes

NEW MYSTERIES • ENEMIES TO LOVERS

Iron Princess Iolanthe and Prince-Consort Gerwyn have officially, dramatically, and publicly broken up. The rift between them is the talk of the town. Each of them has publicly declared their intention to find a new partner posthaste, and several likely candidates have emerged throughout the Marches. By acting as matchmakers, or courting Iolanthe or Gerwyn themselves, the hunters could place someone in a position to influence the Iron Principality's greatest threat... or end them with a knife in the night.

This mystery is about relationships and the ways in which they begin and end. Just like the affairs of real-life political actors such as King Zhòu of Shāng, Lucrezia Borgia, Nelson and Winnie Mandela, or Suleiman the Magnificent, these relationships' vicissitudes might seem trivial or even comical, but they have far-reaching personal and political consequences.

HOOK

Any individual with any contact with the Iron Principality can't avoid hearing about the end of the relationship that defines the Principality's power structure. Iolanthe and Gerwyn were united in their opposition to the Marches, the spirits, and the threat that nature posed to their vision of civilisation. Now that unity is gone, and with it everything else.



The newly single Iron Princess and Prince-Consort have each fallen into a deep melancholy. The Prince-Consort has returned to the Palisade, and has asserted himself as Lord Palisade; whether he is still the Princess's subject is a matter of some debate, as neither of them wants to talk about it. They have abandoned their formal duties and spend time indulging in mind-altering substances, crying alone in their rooms, or occasionally visiting one another's residences to vandalise them in the night. This behaviour may sound like pointless frivolity, but it has far-reaching consequences for the Marches. The machine of colonisation has ground to a halt, with the chain of command from the Principality's troops unclear, since Gerwyn and Iolanthe used to divide those duties amongst themselves. Moreover, the division of the Palisade from the Iron Fortress may be good or bad.

Iolanthe's seneschal, Kaddin, has had enough of this frivolity. He has masterminded a plan to cheer Iolanthe and Gerwyn up by force: a revival of an ancient tradition by which an eligible prince or princess would choose their spouse by means of a tournament. When Kaddin made the announcement, the applicants numbered in the dozens; he has narrowed it down to six contestants each, who must now go through a series of trials to qualify for the role of consort. It's up to you, the GM, whether the Love Trials will be focused on Iolanthe or on Gerwyn; it's probably too much complication and bookkeeping to do both.

To inform the players about the opportunity posed by the Love Trials, introduce a friend or contact of the hunters who is obsessed with them and can't stop talking about them. They don't need to be particularly frivolous in their character to qualify for the position of annoying obsessive; a surprising number of thoughtful people get really into this kind of thing. You should also have messengers from the courts of Gerwyn or Iolanthe come to settlements near where the hunters live to announce that auditions for the Love Trials are open. The announcement indicates that prospective candidates must report to the Iron Fortress or to the Palisade.

Make it abundantly clear to the PCs that whoever prevails in the Love Trials will have great influence over and proximity to the bachelor or bachelorette in question. The PCs need to decide as a group whether they would rather participate in the Love Trials themselves, or choose an NPC to support. In the former case, they have to pick one or two of their own number to court the bachelor or bachelorette. You could decide in one of several ways. Is one of the player characters really thirsty? Do they love drama and being in the spotlight? Alternatively, are they invested in the candidacy of one of the suitors described below? They could also decide to hang back and watch, using the Trials as an opportunity to observe the bachelor/ette and plan an assassination.

THE LOVE TRIALS THEMSELVES

Six trials lead up to the bachelor/ette's final decision. Each one ends with the participants receiving a number of roses: six for the one who most impresses the bachelor/ette, five for the runner-up, and so on down to zero. The trials may happen in any order:

Perform a Hobby Activity: Roll a die to choose one of the following: 1. fabric arts, 2. animal training and handling, 3. ball games, 4. collecting something from nature such as flowers or insects, 5. dance, or 6. live-action roleplaying. This is the bachelor/ette's favorite hobby and all the participants in the Love Trials must undertake it together.

Fight the Bachelor/ette's Enemies: Each suitor leads a squad of royal soldiers into the field to attack the bachelor/ette's foes, who might be political enemies, a neighbouring nation, or the spirits of the forest.

Make Some Art: In this activity, each suitor has a limited amount of time (probably from sunrise to sunset) to create a work of art in the medium of their choice, dedicated to the glory of their intended.

Meet the Bachelor/ette's Parents: The suitors must attend a staid social function such as a polo game, a garden party, or high tea with the bachelor/ette's family. They must figure out how to impress the parents as well as the bachelor/ette at the same time.

Attend a Raucous Revel: This is an evening party with plenty of alcohol available, loud music, and dancing. In this atmosphere of limited inhibition, the bachelor/ette and Seneschal Kaddin make a point of asking provocative questions of the suitors and encouraging them to confront one another about perceived or actual slights or jealous feelings, sometimes leading to verbal or physical confrontations.

Explore the Dungeon Underneath the Iron Fortress: It is well known that an ancient, haunted dungeon lies beneath the Fortress. The suitors must form an adventuring party and quest through the dungeon, overcoming traps and monsters and trying to keep the bachelor/ette safe.

During the course of the Trials, all the participants are required to live in a shared dormitory containing workout equipment, living spaces, and a nearly unlimited quantity of alcohol. The Trials are extremely physically demanding, and the participants are frequently drawn aside and forced into confessionals. A confessional is an enclosed room where a priest meets in secret with the suitor, demanding they share all their innermost thoughts and feelings about the bachelor/ette, the other



suitors, and the competition. While the priest is supposed to keep these interactions secret, Seneschal Kaddin has bribed this particular priest to sneak him information about the suitors, which he then circulates to sordid broadsheets in order to drum up interest in the Trials.

PRODUCTION CREW

It's likely that only one or two hunters want to participate in the Trials as suitors, and it's possible that none at all want to undertake the role themselves. However, the production crews supporting each of the suitors have just as much, if not more, work to do. A hunter in the production crew may find themselves tasked with helping a suitor with an artistic endeavour, picking makeup and outfits, acting as a backup dancer or soldier or bodyguard, taking care of their emotional and physical well-being, advising them on the most effective (or most dramatic) romantic gestures to make, or spying on and sabotaging the bachelor/ette or enemy suitors. Gathering information on vulnerabilities, preferences, and weaknesses is an especially apt use of one's time.

There's also Kaddin to worry about. Technically, Kaddin pays everyone who works on the Love Trials. He's their boss, their ally, and also their worst enemy, as his spiteful heart takes any and every opportunity to complicate and dramatise the Trials. Kaddin is always there to encourage participants to drink more, put more effort into every endeavour, and say exactly what they're really thinking at the least opportune moments. Keeping Kaddin from ruining every life around him is a job unto itself.

AFTER THE FINAL ROSE

Once the Trials are complete, grand public ceremonies are scheduled in the Palisade and the Iron Fortress during which Gerwyn and Iolanthe formally affiance themselves to their intended by placing a ring with a jeweled rose on the intended's hand (or a chain around their neck or something if their intended is a giant dragon or whatever). The rings are identical because, well, they used to be Gerwyn and Iolanthe's rings for one another. A week later, a grand royal wedding overtakes the municipality. After that, they go on honeymoon tours through the Marches countryside and the settlements surrounding their home base, lodging in the most comfortable dwelling wherever they go.

During this period, Gerwyn and Iolanthe are most vulnerable. Security during the public events, the betrothal, and then the subsequent wedding is extremely tight, with guards especially worried about crowds close to the VIPs or vantage points that might become the source of a lucky crossbow shot or offensive spell. A large group of dedicated rebels might pose a more significant threat, but such groups are slower and more obvious than a small team of hunters, such that bodyguards could spirit the targets off to safety before they're overwhelmed. That said, striking a blow during such a public appearance would send a powerful message throughout the Marches.

The honeymoon tour presents even more opportunities. Gerwyn and Iolanthe need their subjects to see them and how strong and glamorous they are during this trip. With the parties on the move and staying in a different location every couple of nights, guards have a harder time covering against all possible forms of ambush.

Of course, the betrothed himself has the most viable position to change either their partner's mind, or their status from living to dead. At this point, the attempt to change the betrothed's mind shouldn't be a roll; they've already gone through so much, so at this point the partner should probably say yes to at least one significant request, though really huge things like "renounce your throne" or "change sides entirely" require sustained effort over the course of a few months of marriage, and could possibly fail.

Assassination definitely requires a roll, though. Iolanthe and Gerwyn are both badasses, with finely tuned senses that should indicate to them that something's wrong if their betrothed goes for a dagger in the night. If they die, the betrothed inherits leadership, but only if they didn't murder their spouse. They have to make it look like it wasn't their fault, and this is where other hunters likely come in. If the betrothed maneuvers Iolanthe or Gerwyn into a position where other hunters can whack them, they'll have plausible deniability and get to inherit the throne. Of course, even in this situation, they're likely to face pretenders to the throne or conspiracists who insist they were behind the whole thing.

COUNTDOWN

After each point of the countdown is reached, the suitor with the fewest roses is sent home in disgrace and disappointment. That suitor is not likely to take the disappointment well; they just might remain in the shadows of the competition waiting to take revenge, or burst on to the scene to plead their case anew to the bachelor/ette.

Day	The bachelor/ette goes on a date with a suitor.
Shadows	The bachelor/ette kisses one of the suitors.
Sunset	The bachelor/ette visits a suitor's home.
Dusk	The bachelor/ette publicly declares their feelings for a suitor.
Nightfall	The bachelor/ette spends the night with a suitor.
Midnight	The bachelor/ette marries their betrothed in a beautiful ceremony. The betrothed is now in a position either to implement their political agenda by influencing the bachelor/ette, or to take advantage of their proximity to murder them and either try to dissolve their power structure or take control themselves.

At each point on the countdown, the bachelor/ette can do the romantic thing described with as many suitors as they want or are left. Of course, the suitors will probably be really jealous of each other, acting as if they forgot polyamory was a central component of the mystery.



SENESCHAL KADDIN

Bystander: Tempter (motivation: to tempt people into evil deeds)

Kaddin is the royal seneschal. He comes from a long line of functionaries serving the throne, and his ongoing employment security rides on the power and happiness of the bachelor/ette. He thinks he knows their jobs better than they do, and also wants to see them settle down with someone in order to delight the populace and project stability and security. However, his fatal flaw is that he's also full of spiteful feelings toward his privileged and arrogant employers. He is using his position as the host of the Love Trials to steer the suitors into competition and drama with one another. He's also making lots of money by selling tickets for people to spectate at the Love Trials, or even (if they're willing to pay even more) to participate in some of the Trials as party guests, soldiers, etc.

When Kaddin is in play, he's not likely to get in any fights, but he has access to these special monster moves:

- Reveal a dirty secret he's figured out about you, and ask what it's worth to you to keep it under wraps.
- Drag someone out of their routine at an inconvenient time to talk to fans or get in the confessional.
- Tempt you with liquor or luxuries.
- Say the perfect thing to get two other people at one another's throats.
- Sacrifice someone's personal happiness or satisfaction for monetary gain.
- **Spill the Tea:** When you work alongside Kaddin and his production teams, you can ask an extra question on 10+ and 7–9 when investigating a mystery, but then Kaddin also learns the answer. Take +1 forward to act on the answer, and -1 against Kaddin when he can use the information against you.



SMOLDERFANG THE WYVERN

Smolderfang's favorite part of being a wyvern is kidnapping princes and princesses. He has a mountain island hybrid castle-lair with all kinds of amenities, including plush sleeping quarters, home-grown food, adorable pets, and a magically powered pool and waterfall that constantly refresh themselves, and he lavishes attention on everyone he abducts. However, most of the princes and princesses he kidnaps are more concerned with the "a terrifying flying lizard has abducted me" part of the experience, and so a despondent Smolderfang usually puts up only token resistance to whichever young noble, peasant hero, or team of plumbers comes to rescue the captive. This time, though, Smolderfang's gonna get it right. He's set himself his greatest task of all: to win the heart of Iolanthe or Gerwyn by impressing them with his sex appeal and charm, rather than by seizing them in his talons and flying away with them to a distant lair! If he succeeds, perhaps the affection of the prince or princess will finally transform him into a dragon—a dragon of love.

Smolderfang's political agenda is to integrate wyvern and dragon society more closely with human society. He believes, perhaps somewhat naïvely, that the problems between humans and dragons would go away.

Use wyvern stats for Smolderfang (*Codex of Worlds*, page 314).

HEBE THE WILD CULTIST

Not every suitor who comes to the Love Trials is there entirely because they want to find love. Some have another agenda, something they want to promote either for themselves or someone else. Hebe is motivated by just such an agenda: her adherence to the Wild Cult, which supports the activities of the spirits in the Marches. A convert who originally grew up in the Iron Principality, Hebe overflows with stories about how worshipping and supporting the spirits and living in harmony with nature transformed her life, her health, and her outlook on the world. She's not overbearing or preachy, at least not usually; she really believes in the spirits and sees how they've genuinely helped her life. But she sure does talk about them a lot. It gets old.

Hebe's political agenda is to push for the acceptance of the Wild Cult as a mainstream religion in the land, and to end persecution of her co-religionists.

SOLANACEA THE DAUGHTER OF GREED

Solanacea was a pioneer who traveled out into the Marches to claim it for the Principality, but the spirits captured her and transformed her into a Child of Greed, a powerful and dangerous human-like creature who, when stressed, explodes into an embodiment of the land's vengeance. However, Sola isn't sold on the "violent vengeance" aspect of the spirits' plan. She understands where they're coming from, she just doesn't think it's going to work. Sola's life is currently all about managing her stress level so she doesn't become a violent nightmare for everyone around her. She has a small farm where she uses her power over plants and animals to raise and care for, well, plants and animals. However, she has had a hard time finding companionship because most people are afraid of her apocalyptic powers. She's hoping the Love Trials will present her with a match who's made of stuff as stern as she is.

Solanacea's political agenda is to calm the violence between the Principality and the Marches. She has a very personal stake in this, since the violence of others spurs her to uncontrolled violence, but she cares less about a specific political end than about getting people to stop achieving it using war.

SERGEANT LINDSAY VARSEN OF THE MARCHES GUARD

Lindsay Varsen is a hero of the Marches Guard, the single guard who has solved the most crimes and stopped the most dangerous criminals of anyone on the force. To be fair, the Marches Guard only solves about 2% of the crimes reported to them, so this title wasn't exactly difficult for Sergeant Varsen to achieve. They are single-handedly and single-mindedly committed to the goal of rehabilitating the Marches Guard's image.

Sergeant Varsen's political goal is to reform the Marches Guard, although their plan to do so is relatively tame; it involves retraining the Guard, rooting out corruption, and increasing their budget, among other solutions. They're deeply committed to the ideals of a government-funded force protecting the people, to the point where they aren't ready to give up on the idea of the Guard.

CELIA THE SPORE TROLL

Celia is a spore troll, an animal (in this case, a human mycology professor) who has been infected with parasitic fungi that link her to the spore troll fungus-queen-mass, who ultimately controls all spore trolls, located somewhere in the forest. Celia, however, inherited the body and mind of a fungus scientist, and really just wants to share cool mushroom facts with all her friends. She isn't the smartest being around, but she's extremely well-meaning and friendly, even though she sometimes has to be reminded that slime mold facts are a sometimes conversation topic.

Celia's political agenda is to infect Iolanthe and Gerwyn with spores and transform them into spore trolls. She doesn't actually know this is her agenda; she thinks of it as just wanting to spread acceptance of spores to the leaders of the country, and, technically, she's not wrong, but the spore troll hive mind is still subtly influencing her. If someone helps Celia figure out that she's still under the fungus-queen-mass's control, she'll consent to participating in a big magic ritual to sever her consciousness from the hive mind, which other spore trolls are likely to interfere with once they detect its existence through their psychic link to Celia.

Use the spore troll stats on p. 261 (hardcover)/249 (softcover) of *Monster of the Week* for Celia.

NAKAJIMA KUMIKO THE WOODCUTTER

Ms Nakajima is a lumberjack working for Rudgar Thrigg cutting down the Marble Woods in order to support herself and her infant daughter Hitomi after her fiancé died in a wild animal attack. She doesn't like Rudgar and doesn't have particularly strong feelings about the Marches or the spirits, but she cares about her daughter and wants her to have the best life possible. She's a little suspicious of Iolanthe and Gerwyn, but sees the Love Trials as a way to ensure she and her daughter have the most secure social and financial future they can. She's honest and straightforward, even blunt sometimes, and prefers to let her actions do the talking rather than her words. She's well known for her strength and dependability both as a parent and as a woodswoman.

Ms Nakajima doesn't really have a strong political goal of her own yet. She might develop one later, but her focus is elsewhere, on her family and on solidifying an uncertain future. Should they establish a rapport with the PCs, they could be easily convinced to adopt a trusted friend's political agenda since they don't have their own.

LUCRETIOUS GOODNIGHT THE VAMPIRE

One of the obvious front-runners for the affections of either Iolanthe or Gerwyn is Lucretius, a brooding young count who has just inherited his title following the death of his father, an older man who sure looked a lot like him. After his father's death, Luke returned from his studies overseas and assumed control of Goodnight Manor. He's tall, lean, and pale, with dark eyes, long platinum-blond hair, and perfect abs. He always dresses in Gothic-themed finery involving a lot of lace and tailcoats and walks with a completely unnecessary cane, which anyone who has heard of swordcanes immediately identifies as a swordcane. He moves with immaculate grace and always wears a wide-brimmed hat in the sun, though he far prefers to go out during the night. Also, he's a vampire; use the stats on p. 245 of *Monster of the Week*.

Lucretius's political goal is to expand the power and influence of the feudal aristocracy to which he belongs. This political goal isn't exactly very modern, but it's at least got a long pedigree, just like him. He plans to do so by positioning the aristocracy as natural allies of the monarchy.

VIRGILIO VÉLEZ THE OTHER VAMPIRE

Virgilio is Lucretius's ex-boyfriend. They dated while Virgilio was still a human. Lucretius made Virgilio a vampire hoping it would fix the problems in their relationship, but it didn't, so Lucretius dumped Virgilio. He tried to be nice about it, but heartbreak is heartbreak, and Virgilio deeply resents Lucretius. Virgilio's style is the exact opposite of Lucretius's; he wears ripped trousers, leather vests and jackets, has lots of piercings and tattoos, and has never owned a shirt in his entire life. His job is technically "highwayman" but he's not particularly attached to it; it's a day (or, well, night) job, but it doesn't define him, you know? Labels are for the likes of Lucretius. He has identical stats to Lucretius, but don't bring that up with either of them if you like your neck the way it looks now.

Virgilio's political agenda is to screw over Lucretius. He doesn't know what Lucretius's political goal is yet, but once he figures it out, he will ardently oppose the tyranny of the feudal elite.



NEW MOVE: CONFESS YOUR CRUSH

When you confess your romantic interest to an NPC, ask them if they feel the same way about you. If they don't, mark Unstable. If they do, ask them what makes them feel that way about you.

- If you help them feel physically or emotionally safe, roll +Tough.
- If you join them in appreciating a favorite pastime or simple pleasure, roll +Cool.
- If you make them smile, laugh, or otherwise feel genuine joy, roll +Charm.
- If you show insight or sensitivity into their personality or situation, roll +Sharp.
- If you make them feel like there's an ineffable connection between your fates, souls, or metaphysical being, roll +Weird.

On a 10+, they declare their affection for you and commit to being with you right away. On a 7–9, they're not certain about you, but they're hopeful; they commit to spending more time with you to learn whether you'll be compatible. On a miss, they tell you what serious obstacle stands in the way of your relationship; you must decisively address that obstacle before you may attempt this move again.

KEEPER ADVICE

If you're running this scenario, you probably have a suspicion that someone at your table has a thing for villains, or monsters, or both. Maybe it's a player. Maybe it's you. In either case, though, you have to present the various romantic actors on the NPC list as both compelling and sexy enough to attract the PCs' interest and sympathy; and frustrating or antagonistic enough that the PCs still wonder if they shouldn't just throw them off a cliff.

This is more than just a character design challenge because you can't precisely predict your players' reactions to your NPCs, and because the vicissitudes of roleplaying and moves will inspire more positive or negative feelings in volatile ways. So to have some control—not all the control, but some—over the tension between attraction and revulsion, each character needs a range of qualities that you can adjust, emphasize, and downplay in reaction to the players' reactions and game events.

Let's look at Smolderfang as an example. Smolderfang is a wyvern, and a casual glance at the internet reveals that everyone seems to want to fuck a dragon, so that's cool. Close enough, right? Smolderfang has an obvious negative quality in that he's participated in a lot of kidnappings so far, and an obvious positive one in that he's a hopeless romantic who wants to see relationships between humans and enormous flying reptiles mended at last. If your players are reacting negatively to Smolderfang and you want to complicate their feelings, show him doing hopeless romantic things and trying to form bonds between humans and wyverns. If your players are totally into him and you want some of the other suitors to have a better shot, have him kidnap someone, or talk about how kidnappers get a bad rap they don't deserve.

THE BROKEN DOOR

A mystery for use with This Strange Old House by Michael Sands

The hunters discover a new door where there wasn't one before. It can't be opened, seemingly jammed shut.

The Door was summoned by the Visitor, a monster wishing to travel into another world. Alternately, the Door may have appeared for other reasons and the Visitor is taking advantage of the opportunity. The Visitor is likely to hurt folks living nearby and the hunters themselves, and once the Door is opened, it gives dangerous creatures from the World Beyond access to the House.

This mystery is designed for the *This Strange Old House* setting, but you can adapt it to regular *Monster of the Week* games. Pick a suitable place for the Door to appear: perhaps the hunters' team headquarters or a hunter's home.

Adjust the Visitor, Creatures from Beyond, and the World Beyond to suit the choices made for your game's House. The writeup here is intended as a default, to be customised to fit.



HOOK

The hunters notice the Door.

Additionally, they may hear reports or rumours about the Visitor's activities in preparation to come to the House, such as nearby attacks and sightings.

COUNTDOWN

Day	The Visitor kills one of the neighbours.
Shadows	The Visitor sneaks into the House and starts exploring.
Sunset	The Visitor breaks some things around the House as it begins working on the Door.
Dusk	The Door is opened and the Visitor travels to the World Beyond.
Nightfall	Creatures from Beyond use the Door to invade our world.
Midnight	The Creatures from Beyond wreak havoc throughout the region.

THREATS

I've provided options for some threats. Pick the option that works best with your House and game. If none of the options are right, adjust to match your game world.

Options to decide on:

- **The Visitor:** Human sorcerer, or an alien from another world.
- **The neighbours:** Actual neighbours who live near the House, or a group of folks on holiday and camping nearby.
- **The World Beyond:** An uncanny desert, a realm of shifting clouds and floating islands, an endless jungle, or a network of tunnels, caverns, and rivers.
- **The Creatures From Beyond:** Thought-eating air jellyfish, lizard-gnome raiders, or wizardly fair folk. You might even use more than one of these during the mystery, as there's no reason that only one kind of thing comes through the Door.

THE VISITOR

Monster: Sorcerer (motivation: to usurp unnatural power)

Decide on your Visitor option: A human seeking mystic power, or a native of the World Beyond who needs to return to recharge their power.

In either case, they are an ambitious wizard with formidable abilities. The Door provides access to the World Beyond, where that power can be recharged and increased.



The human option is a man—apparently middle-aged—with a thin and strung-out look. He wears an old and travel-worn but once fine suit and a long coat. Finely sewn runes and spells are almost invisible in all his garments.

The alien option is a superficially humanoid person. It wears a long robe with the hood up to conceal its features. Underneath the robe, its clammy newt-like skin is brightly striped in blue and white. Its face has a long toothy snout, a bit like a crocodile's, with six eyes, two pairs large with a wide view, and the third pair focused to the front. It has three tentacular arms on each side, which it keeps bundled to appear a bit like human arms and hands. It also has a short tail. Adjust the Visitor to fit the World Beyond you have picked (for example, the desert suggests the Visitor would be more like a lizard than a newt).

Powers: Concealment charm; arcane knowledge; blast of sound (stunning, loud)

Attacks: Death-touch: 4-harm intimate/hand magic ignore-armour heat exhausting*.

- **Human option:** Add Thornwood dagger: 1-harm intimate/hand magic ignore-armour messy; Handgun: 2-harm close loud.
- **Alien option:** Add Shaped-stone spear: 2-harm hand magic quick;; Blast ring: 2-harm hand/close magic forceful loud; Multi-arm grapple: 1-harm intimate/hand constraining.

**Exhausts the Visitor after use.*

Harm capacity: 15 ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

Armour: 2 (enchanted clothing).

Weakness:

- **Human option:** Destroy the hidden crystal that holds their soul-essence safe. It is hidden on Earth, but far away and guarded by magic, traps, and guardian minions.
- **Alien option:** Weapons forged in the World Beyond.

Moves:

- Sneak, hide, and observe.
- Kidnap victims for their ritual.
- Fix and open the Broken Door. The Visitor uses the Repair Ritual (listed with the Broken Door) but substitutes “the life-force of five people killed during the rite” for “three people are needed.”
- Travel to the World Beyond, and steal great magical power.

THE BROKEN DOOR

Phenomenon: Portal (motivation: draw things from one world to another)

A door that wasn't there before. It's constructed of alien material, different to any known parts of the House. The material and form of the Door reflect the World Beyond, but not in a very obvious way. Look at the World Beyond threat and describe the Door based on which one you pick:

- For the uncanny desert, the Door is an alien sandstone, carved with sweeping lines.
- For the realm of clouds and floating islands, the Door is an alien granite, with a varied texture.
- For the endless jungle, the Door is a green-tinged metal, forged with twining lines.
- For the caves and tunnels, the Door is an alien steel with reinforcing strips welded across.

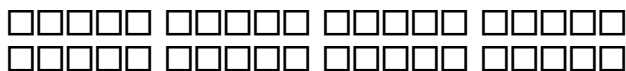
The Door can't be opened—not because it is locked or barred, but because it is broken. Something is keeping it shut. After this entry, a **big magic** ritual is described that is the default method to repair the Door.

Once repaired, the Door may be opened or closed from either side and used to travel to and from the World Beyond. The hunters should secure it from their side, unless they wish to live dangerously.

Alternatively, the hunters can break the Door. This will take a while and requires a magical tool (for example: an enchanted axe or chainsaw). Once complete, the Door is gone and the hunters will now have a permanent open portal to the World Beyond.

Powers: Path between worlds.

Harm capacity: 40



Armour: 1 (tough alien material).

Weakness: Magic

Moves:

- Just be there, unharmed and unmoving, until “repaired.”
- Once open, let dangerous things through (in both directions).

REPAIR RITUAL: BIG MAGIC TO OPEN THE DOOR

To fix the Door so that it is functional, the hunters may use a **big magic** ritual. The requirements are:

- Mystical research that will take a few days (if the hunters have access to the House's library or magical laboratory, reduce this to a single day).
- They will need something from the World Beyond (the Visitor possesses such items)
- Three people will be needed for the final ritual.
- The ritual will take several hours to complete.
- There's a specific danger: at the conclusion of the ritual, one of the participants must use magic to seal the Door from the hunters' side. If this isn't done, at least one Creature from Beyond will rush through and attack.



THE NEIGHBOURS' HOUSE (NEIGHBOURS OPTION)

Location: Hub (motivation: to reveal information)

A normal house and yard, most of the time. Detail as appropriate to the House's region and proximity to town—by default, it's a small farm or orchard.

The Visitor has set up a lair on this property to steal from locals (and use them in magic rituals).

Moves:

- Meet a neighbour.
- A strange sight or sound, on the edge of perception.
- The Visitor steals something.
- The Visitor's lair is revealed.

THE TOURIST CAMPSITE (CAMPER'S OPTION)

Location: Crossroads (motivation: to bring people and things together)

The campers are holidaying at a reserve or campsite near the House. Just some friends on a trip to enjoy nature. They're reasonably well equipped with modern camping gear and whatever is needed for the most likely local attractions (a famous trail, rare wildlife, a pleasant lake, an interesting ecological zone, etc.).

During the day, chances are that some or all of the campers will be out and about. From late afternoon through the night, they are more likely to all be present.

Unfortunately for them, the Visitor has set up a lair nearby to steal from locals (and use them in magic rituals).

Moves:

- Meet a camper.
- A strange sight or sound on the edge of perception.
- The Visitor investigates the camp.
- The Visitor's lair is revealed.

THE VISITOR'S LAIR

Location: Hub (motivation: to reveal information)

A temporary base for the Visitor to use as they prepare to open the Door. In appearance, a mystical campsite/laboratory filled with strange occult supplies.

If the human Visitor option is in use, there will also be regular camping gear there.

For an alien Visitor, strange items of use to its species are also found (use the description of the World Beyond to flavour these, if that's the Visitor's home).

Moves:

- Find something strange.
- Find something dangerous.
- The Visitor returns or appears.

LEE AND WILSON

Bystanders: Victims (motivation: to put themselves in danger)

Two of the neighbours/campers. These two are a couple in their thirties. They usually wear work/outdoors clothing and it's often a little messy. Lee is tall and a bit reserved. Wilson does the bulk of the talking from the pair.

Both are curious by nature and will make an effort to check out anything odd that happens—not a very good idea with the Visitor (and Creatures from Beyond) hanging around!

They're not involved, except by proximity to the Visitor, who needs to conduct some mystical rites to complete their preparation (which will put these people in danger).

Moves:

- Reveal strange things they've seen and heard on the property recently.
- "What could that have been?"
- Go off alone.
- Tell the hunters everything's fine.
- Get captured.
- Get murdered in an evil magic ritual.

OLUSOGA

Bystander: Gossip (motivation: to pass on rumours)

The third neighbour/camper. A friend and colleague of Lee and Wilson, Olusoga is in their twenties. They have a somewhat fashionable and refined sense of style, although tempered by the needs of their job.

Careful and observant, Olusoga has noticed some strange things going on and will mention these to the hunters if prompted. They're heard noises and seen some curious things, but nothing quite definite enough to have worried them (yet).

They're not involved, except by proximity to the Visitor, who needs to conduct some mystical rites to complete their preparation (which will put them in danger).

Moves:

- Reveal strange things they've seen and heard on the property recently.
- "What could that have been?"
- Check something out, cautiously.
- Tell the hunters they think something weird might be going on.
- Get captured.
- Get murdered in an evil magic ritual.



THE WORLD BEYOND

Location: Lab (motivation: to create weirdness)

Choose one option for the nature of the World Beyond:

- **An uncanny desert:** The sand sparkles with green, blue, orange, and golden grains. Strange patterns in the sky might be clouds or some kind of aurora. On the wind, strange cries are audible from who knows what sort of creature. Here and there are growths or formations, perhaps some kind of vegetation or land-based coral?
- **A realm of shifting clouds and floating islands:** The Door exits to the middle of a large shard of land, perhaps 3 kilometres wide. Clouds surround the island, so you only get short glimpses into the distance. Other rocky floating islands can be seen, some with structures of a shiny red material, curvy and organic in form. Dense scrub clings to the land wherever it can find a hold. Here and there, flying beasts can be seen.
- **An endless jungle:** Dense forest greets the visitors, hot and humid. The trees aren't immediately recognisable, but they might be terrestrial. Tiny insects, or insectoids, are everywhere, and there's a sense of watchfulness all around.
- **A network of tunnels, caverns, and rivers:** Wherever you are, you are underground. There's no natural light. Tunnels open without warning into huge open spaces. Here and there, waterways cut through the rock walls, some forming open streams, others falling into another channel through the rock on the other side. It's also very three-dimensional, with sudden drops or ascents as common as turns to the left or right. Some of the tunnels have been created by some creatures, but many are natural. There is vegetation like mosses, lichens, and fungi here, as well as small creatures that eat them (or each other). There's also whatever carved out some of these pathways.

Consider the World Beyond together with the Creatures from Beyond you use. The combination will give you more ideas to work with when you populate the World Beyond, and when you think about the background of the Creatures.

Moves:

- Reveal something alien and strange.
- Reveal something that reminds you of Earth.
- A confusing choice of paths.
- A difficulty to be overcome.

AIR-JELLYFISH

(CREATURES FROM BEYOND OPTION)

Minions: Plague (motivation: to swarm and destroy)

These floating creatures resemble jellyfish: a round, balloon-like body, and trailing strands of stinging tentacles. They consume thought, so will drift towards any thinking entities and devour mental activity, leaving the victims as mindless husks.

Powers: Flight; telepathic; devour thoughts; semi-incorporeal.

Attacks: Paralysing sting: 2-harm intimate/hand/close paralysis poison;
Devour thoughts: 4-harm intimate slow life-drain.

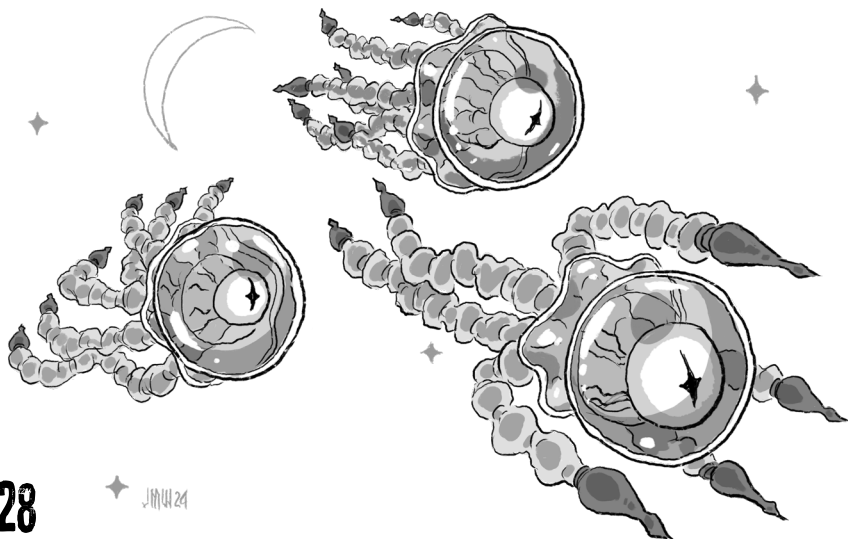
Harm capacity: 5 □□□□□

Armour: 2 (semi-solid).

Weakness: Internal electrical disruption—some kind of electrical discharge within the creature's body is necessary.

Moves:

- Seek out thinking creatures.
- Suddenly drift into view.
- Psychic call to bring the rest of the swarm.
- Paralyse and devour thinking creatures.



LIZARD-GNOME RAIDERS (CREATURES FROM BEYOND OPTION)

Minions: Brutes (motivation: to intimidate and attack)

A group of pirates and thieves, they've opportunistically jumped through the Door to see what they can grab. They're smart, but our world is new to them. They'll home in on anything that looks valuable, or at least novel. Have each band about the same size as the hunter team.

In looks, they are humanoid lizards (looking a bit like iguanas), around 1.2 metres tall and stocky. They wear rough-looking harnesses and armour and carry a variety of weapons: clubs, spears, swords, and axes. Most also carry a small shield.

They prefer to sneak around and steal as their first course, but if spotted, they'll square up for a fight. They make a lot of noise and threat displays, hoping to scare the hunters off. In a fight, they'll try to identify a leader or champion, and gang up on that hunter.

If they manage to acquire a decent pile of loot, they'll head back home and stash it, then return later.

Attacks: Bite: 1-harm intimate/hand; Raider weapons: 2-harm hand.

Harm capacity: 6 ☐☐☐☐☐☐

Armour: 1 (rough war-gear).

Weakness: Substances from worlds different to their own. That means all the hunters' normal weapons are going to be ineffective, unless one of them grabs something from the World Beyond.

Moves:

- Sneak around and steal "valuables."
- Break something they don't understand.
- Intimidate the hunters (or anyone else they meet).
- Viciously attack and scrag a leader.
- If seriously in danger, run for it.

FAIR FOLK WIZARDS

(CREATURES FROM BEYOND OPTION)

Minions: Scouts (motivation: to stalk, watch, and report)

These humanoids have strange colouration combined with an uncanny beauty (the result of their glamour). They wear fine and light luxurious clothing and plenty of elegant jewellery.

A group of three is present in the first instance. More may follow on later visits.

They have crossed into this world to explore. They have plenty of arcane knowledge and will be well aware of what they are dealing with. Their objective is to find things that will be valuable now, or worthy of a stronger expedition to acquire later.

Powers: Understand other languages; glamour; shroud in shadow; create flame; other magical spells of the World Beyond.

Attacks: Elegant sword: 4-harm hand quick magic; Fire burst: 2-harm close area fire magic; Thrown dart: 1-harm hand/close magic poison.

Harm capacity: 8 □□□□□ □□□

Armour: 1 (preternatural agility and skill).

Weakness: Something born of true, deep emotion, such as a heart-felt teardrop.

Moves:

- Sneak around and look for items of magical power or ritual usefulness.
- Attempt to understand the nature of this world.
- If confronted, attempt to make a deal.
- If forced, fight with all their magical advantages.

KEEPER ADVICE

The first thing to do is customise the mystery to your game and your particular House. The options provided should cover most games, but adjust as necessary. Don't rewrite everything—changing names, descriptions, and threat types can make a big difference to how it feels while leaving the rest as is.

The other thing to consider is how the Door affects your game after the mystery is concluded. If the hunters decide to keep it open or seal it themselves, it can be used in future mysteries as either a source of weirdness or a MacGuffin for enemies to exploit.

If they break the Door open or otherwise leave it active, they'll have a permanent portal to the World Beyond. This opens up a change of game style into something where the hunters might venture out exploring, potentially turning the series into more of an exploration setting than a monster-of-the-week setting. If you want to make a little less work for yourself, an open Door might just remain a source of monsters and phenomena for regular mysteries and an extra headache for the hunters to manage.

Another possibility is to write up the Door and World Beyond as a new room in the House, and give the hunters a move that reflects the dangers and opportunities it offers. For example:

The Doorway to the World Beyond: Between mysteries, members of the team may explore the World Beyond to discover new places and magical objects. Have one hunter roll +Sharp or +Weird. Anyone who accompanies must **help out**.

- On any 7+, you either discover a new wonder (all explorers gain a temporary Luck point to use in the next mystery) or bring back a useful item (once during the next mystery, a hunter may ignore all the requirements for **use magic**).
- On a 10+, one explorer starts the mystery with 1 harm marked.
- On a 7–9, all explorers start the next mystery with 2 harm marked.
- On a 6 or less, all explorers are lost in the World Beyond and miss the next mystery. If that was everyone, you'll come back to the aftermath of that mystery's countdown.





CASE CLOSED

A mini-mystery format for Monster of the Week
by Marek Golonka

With this simple set of rules, you can run a short game with a team of *Monster of the Week* hunters in about 15–30 minutes. It can be played before the first session of a new campaign to help flesh out each hunter's style and their relations with other characters. It's perfect for showing how the hunters' first mystery went. You can also run it before a regular session to remind everyone who is who and give your players a short stretch before the main mystery, or to show what the hunters who missed the previous mystery were up to.

HOW TO PLAY

Start by sketching a simple mystery with very obvious threats. Your players should know from the start about:

- The monster or main phenomenon, including powers, weaknesses, their minions, and the plan.
- Main bystanders.
- Main locations.

To share story creation with the table, you might ask your players to fill in some details or even invent the whole case from scratch. At the end of this supplement, you'll find a few sample cases and a case template.

Then ask every hunter in turn how they contribute to solving this mystery. They should describe their actions in a few sentences and roll...

- **+Cool** if using courage and cold blood.
- **+Charm** if using charisma and interpersonal skills.
- **+Weird** if using occult powers.
- **+Tough** if using physical force or resilience.
- **+Sharp** if using knowledge and deduction.

Another hunter can give a +1 to this roll by describing how they help in this task.

When two or more hunters use the same approach in a row, all but the first suffer a -1 (the most obvious actions connected to this approach have already been taken).

The result are as follows:

- On a 10+, describe how you help solve the mystery in a big way and hold 3.
- On a 7–9, describe how you generally help but also cause some minor problems. You hold 2 and the Keeper holds 1.
- On a miss, describe how you got yourself into trouble and ask another hunter to describe how they got you out of it. Mark experience and the Keeper holds 2.

AFTERMATH

After each roll, the hunters can spend their holds to establish facts about the mystery's aftermath. Then the Keeper can spend holds. An aftermath can't contradict earlier facts—the Keeper can't declare that a bystander is dead when an earlier spend declared them safe for good. The hunters are free to combine their holds for a single spend, and everyone is free to keep their holds to use later. Some aftermaths can be declared only after all rolls have been made—those are written *in italics* in the following lists.

By default, every hunter makes a single roll, but for teams of 1-3 hunters, or when you want to play longer, you can make two or even three rounds of rolls.

After every player makes their roll, and everybody spends all their holds to establish the aftermath, the case is closed. You can then end the game, open another case, or start playing a full-length mystery.



THE HUNTERS SPEND HOLD

- A minion gets eliminated (killed, captured, etc.).
- A bystander is safe for the current mystery (cured, in a safe place, warded by magic, etc.).
- A hunter learns something important about a monster, giving the next hunter +1 forward.
- **Spend 2:** A minion changes sides and joins the Hunters for the current mystery.
- **Spend 2:** A location becomes safe from monsters and minions.
- **Spend 2:** *Hunters gain an ally for future mysteries.*
- **Spend X:** *Hunters gain expertise—hold X and spend it 1 for 1 on +1 forward to any rolls during the next mystery.*
- *The Hunter achieves a personal goal (spend 2 if it's a big goal).*
- *Hunters gain some valuable gear (spend 2 if it's occult or very expensive).*
- **Spend holds equal to the number of times you've rolled:** *The monster is destroyed or stopped for good.*

THE KEEPER SPENDS HOLD

- A bystander gets hurt or captured.
- A hurt or captured bystander is killed.
- **Spend 2:** A minion escapes to return in future mysteries.
- **Spend 2:** A bystander becomes a minion (turned into a vampire, bribed by the monster, etc.).
- **Spend 3:** The monster fulfils a terrible plan with consequences in future mysteries (creates a phenomenon, summons another monster, etc.).
- **Spend X:** *Hunters have been cursed or exhausted—hold X and spend it 1 to 1 on -1 forward for any rolls in the next mystery.*

ALTERNATE MODES

SOLO PLAY

You can also play *Case Closed* as a single-person game. Decide if it's a case for hunters or for survivors (see the following section), choose the number of them, then choose their ratings, and describe as many or as little other details as you consider necessary. Then start making rolls for their actions, one after another, describing them to yourself in whatever form and as much detail as you like. After each roll, spend the holds first as the hunters or survivors, then as the Keeper.

To have fun when playing *Case Closed* solo, be honest as the Keeper. Strike where the monster or the phenomenon should strike and don't shy away from bad things happening to bystanders, so that the pressure to save them will feel real to you.

CASE CLOSED: MONSTERS ARE REAL?

Case Closed: Monsters Are Real? is an even simpler game mode, combining the core structure of *Case Closed* with *Wait, Monsters Are Real?*, a funnel playset for *Monster of the Week* by Michael Sands (page 149). In *Wait, Monsters Are Real?*, you play not as hunters, but as survivors, who are experiencing their first encounter with monsters, and will quite possibly die during it. The term *funnel playset* comes from the idea of funnel adventures popular in Old School Renaissance gaming—those are scenarios designed to shred and kill a group of quickly prepared characters, so that the players will play future scenarios as the few ones left.

To play a funnel case, first decide on a general situation. It needs far fewer details than typical cases. A few examples (most of these are simplified playsets from *Wait, Monsters Are Real?*):

- A vampire cult assaults a summer camp to kill most campers and turn one of them into a half-vampire.
- A slasher (ghost of a cruel rancher) goes on a rampage at a house party.
- Construction workers are demolishing an old home that turns out to be a hungry mimic.
- A subway car stops between stations and is attacked by mutated alligators.
- A weird alien object starts mutating everything into monsters in a small town.

After you decide on the situation, everybody but the Keeper creates one survivor, gives them a name, and chooses their ratings. Survivors' ratings are decided by assigning the numbers +1, 0, -1, -1, -2 amongst Charm, Cool, Sharp, Tough, and Weird to fit your concept for the survivor. Additionally, everybody (including the Keeper) should name one or two bystanders who are in this situation alongside them. If the survivors are isolated, those characters are right around the corner, and will join the situation soon.

Then, until all survivors have escaped or died (or worse), repeat the following steps going around the group:

One: The Keeper describes how a terrible evil tries to kill one of you.

Two: You declare how you try to protect yourself, then make a roll based on the approach you chose:

- **+Cool** if you try to save yourself with calm and composure.
- **+Charm** if your best bet is cooperation or deceit.
- **+Weird** if you turn out to have some weird powers that help you, or you choose to let the evil into you to gain insight.
- **+Tough** if you try to endure something or fight back.
- **+Sharp** if you try to notice or deduce something important.

Three: On a miss, you die. You can start playing a named bystander, introduce a new survivor, or call it a day. On a 7–9, you survive and choose one of the following options. On a 10+, choose two options:

- You avoid injury or exhaustion. If you do not select this option, you become wounded or exhausted, and suffer -1 ongoing.
- You discover a way to get to safety. (You'll need to use the next option on the list to use it).
- You get to safety, if you've discovered a way to get there in a previous roll.
- You get a bystander to safety.
- You offer first aid to a wounded or exhausted survivor, erasing their -1 ongoing.
- You help and support another survivor, giving them +1 forward.
- You show a glimpse of the hunter you might one day become. Improve one of your ratings by 1.

Survivors who remain alive at the end of a funnel case can become hunters. For every glimpse they have of the hunter they might become, they mark 2 experience at the start of the series.

CASE TEMPLATE

TITLE - SUBTITLE

To make things clearer, every case has a title that's its main threat's name, and a subtitle with its type and motivation. If the case is a simplified atonement mystery, the subtitle should explain the transgression instead. So, for example:

Mephistopheles, an archdevil

Monster: Tempter (motivation: to tempt people into evil deeds)

or

The Alien Genesis Virus

Phenomenon: Panic (motivation: to make people act irrationally)

or

Punish the Adults!

Transgression: Parents' carelessness ending in a tragedy

THE BACKSTORY

POWERS AND MINIONS

WEAKNESSES

THE PLAN

BYSTANDERS

LOCATIONS

SAMPLE CASES

MEPHISTOPHELES, AN ARCHDEVIL

Monster: Tempter (motivation: to tempt people into evil deeds)

THE BACKSTORY

- Utterly fascinated by human self-destructiveness, loves making deals and buying souls.
- Summoned by many sorcerers in human history (ask Faust).
- Now tries to buy souls of international leaders at a global environment care summit.

POWERS AND MINIONS

- Stronger and more resilient than a human.
- Can appear in a human guise.
- Controls the minds of the weak-willed.
- Can summon hellhounds and damned, wrathful spirits.
- Can't be killed for good, only banished from Earth for a few years.
- Julia Harhill, a respected activist who's sold her soul to him.



WEAKNESSES

- Has to keep the letter of any deal he strikes.
- Sweats a lot in sacred spaces, can't remain there for long.
- Can be banished or exorcised.
- Became so fascinated with the modern world that he no longer considers magic a serious threat.

THE PLAN

- Buys the soul of Julia Harhill, an important environment activist, in exchange for love and youth.
- Wanders around the summit, tries to make new contact and find out what other people want most.
- If not stopped, will buy lots of souls and force all of them to cause eco-catastrophes.

BYSTANDERS

- Romeo Trazzione, a young environmental activist and Julia's love interest, but she's afraid she's too old for him.
- Paolo Giascondo, a watchful leader of the summit's security.
- Elsa Meyer, a filthy rich anti-ecology lobbyist.
- Madame Larette, a laughed-upon environment activist with a strong interest in the occult.

LOCATIONS

- The main conference room, very busy during the discussions but empty for the rest of the day.
- Lunchroom where all the informal deals are made.
- An exhibition about consequences of environment destruction and greenhouse effect.
- The local church, a tourist attraction opened only during masses and daily sightseeing.
- An opera house staging Faust.

THE CLAY LEGION

CASE CLOSED

Monster: Destroyer (motivation: to bring about the end of the world)

THE BACKSTORY

- An evil alchemist has transported their soul to a huge lump of enchanted clay.
- This lump can form smaller clay people out of it, but needs lots of energy to operate.
- It gains this energy when the clay people destroy big things.

POWERS AND MINIONS

- Creates strong and resilient, but slow, clay people.
- Controls its main body and the clay people with a single hive mind.
- Can move slowly on its own, crushing and suffocating those it engulfs.
- The more things the clay people destroy, the more of them can be formed.



WEAKNESSES

- Can't cross water.
- Loses direct control of the clay people if they are over a mile away from them.
- Has left ingredients that can weaken it, and after some experimenting even destroy it, in its lab.

THE PLAN

- Clay people infiltrate the industrial district, destroying vans and attacking factories.
- When there are more of them, they'll storm and obliterate the gargantuan car factory.
- This will allow the alchemist to fully form into a clay army with a hive mind.

BYSTANDERS

- Tara Lodins, the first to see the clay people, but nobody believes her.
- Rita Strelizzi, a rich investor whose luxury car was smashed, petty and bound for revenge.
- Thomas, Lara, and William, devoted martial artists with day jobs at the car factory, will try to defend it.
- Mondissimo, the alchemist's pixie familiar. They ran away when they realised the evil path their master is on.

LOCATIONS

- The industrial district, dirty and full of shadows.
- The car factory, the city's main source of tax revenue and low-paying jobs.
- Rita's luxurious penthouse, where she invites her potential allies and tries to buy them.
- The sewers, where the alchemist lurks.
- The laboratory, where they became sentient clay. They believe it's perfectly hidden.

THE ALIEN GENESIS VIRUS

CASE CLOSED

Phenomenon: Panic (motivation: to make people act irrationally)

THE BACKSTORY

- A disembodied consciousness arising from the works of Erich von Däniken and his followers.
- Makes people believe nothing can happen without the help of aliens.
- Especially dangerous for inventors and creatives, as they stop believing they can create anything without outside help.
- Currently tries to infect a prestigious technical university in Singapore.

POWERS AND MINIONS

- Force people into believing that they're unable to do anything without alien help.
- Create illusions of aliens and alien technologies.
- Turn people infected by it against those not infected.
- Summon the crew of an "ancient astronauts hypothesis" docuseries to Singapore.



WEAKNESSES

- Listens to real aliens' orders, but will do its best to twist them.
- Needs about a day of exposure to infect a person.
- During the exposure, a potential infected can be saved by cleansing magic and counterarguments.

THE PLAN

- Has already infected Professor Yu Lee, the university's prime conspiracy theory buster
- Currently working on infecting Professor Gina Wang, the chair of the Institute of Astrophysics.
- Once she is infected, plans to send illusory aliens to meet her and establish a secret indoctrination program for senior students and faculty.

BYSTANDERS

- Nivedita Devi, Professor Lee's assistant, very worried about his apathy.
- Zǐháo Wang, Professor Wang's supportive husband who will be targeted alongside her.
- Chunyan Zhào, chair of the Student Union, demanding the university take action, but with little success.
- Jane Parkins, a New Zealand tourist who badly wants autographs from the ancient astronauts docuseries staff.

LOCATIONS

- The Institute of Astrophysics, filled with photos of the universe.
- The Institute's lab, full of telescopes and other high tech stuff requiring experts to operate.
- The university grounds, full of picnicking students, perfect for a mass alien sighting
- Singapore, the city around the university, extremely orderly and quick to pacify any unrest with its police force.

PUNISH THE ADULTS!

Transgression: Parents' carelessness ending in a tragedy.

THE BACKSTORY

- In a small town, two preteens—Sandra and Leo —died in a car accident because the parents didn't watch over them.
- Now, during each anniversary of this event, their ghosts make other minors lead the adults into danger.
- Hunters arrive in town just as the day starts.

POWERS AND MINIONS

- Possess children and teenagers.
- Cause dangerous accidents that hurt adults only.
- Show visions of the town's past tragedies.
- Raise mist and break down vehicles to make escape from town difficult.
- Georg Berger, the driver who killed them, also died in the accident, and now is a poltergeist bound to help and protect them.

WEAKNESSES

- Will go away if their parents admit their fatal carelessness.
- Will be much weaker, but also more vengeful, if their corpses are destroyed.
- Can be killed with magic if forced to manifest, but will return next year.
- Would hate to see any minors in town hurt or dead.
- Can kill other adults, but want their parents to live long and miserably.



THE PLAN

- Will start by possessing a child to lead their parent into a decrepit mill.
- Then, will lead possessed kids to the main street.
- If all goes well, will try to cause permanent injuries to their parents.

BYSTANDERS

- Clara Dowering, Sandra and Leo's mother, a lawyer desperately trying to lead a normal life despite the guilt she feels.
- Joseph Dowering, her husband and the children's father, struggling from job to job, but unwilling to confront his guilt.
- Arthur Dowering, Joseph's cousin and a local policeman, covering up his cousin's carelessness and feeling terrible about it.
- Dorothy Dowering, Arthur's wife and a counsellor, puzzled and terrified about the accidents regularly befalling the town, and obvious of their source.
- Wendy, Arthur's and Dorothy's daughter, the first child to be possessed this year.

LOCATIONS

- The decrepit mill, where everything is falling apart and accidents can happen easily.
- The main street, where the car accident happened and where Georg attacks those who threaten Sandra and Leo.
- The police station, where Arthur works and where accident victims usually go first.
- Arthur and Dorothy's house, where they live with Wendy and where Arthur keeps evidence of Joseph's role in Sandra and Leo's deaths.

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WAIT, MONSTERS ARE REAL?

*A funnel-style prelude adventure for *Monster of the Week* by Michael Sands*

This toolkit provides a first encounter with the unnatural for a group of regular folk as an origin story for a team of hunters. Likely many characters will die—it's not the usual *Monster of the Week* where we expect the hunters to win.

A few survivors might find within themselves the grit to prevail—or just escape with their lives. Those can become monster hunters, after they've had a few years to learn how to deal with these things properly. Advice is included for picking a survivor's hunter play-book based on how they dealt with the situation, and options for when your survivors don't make it.

As a quicker alternative to playing out a scenario, you can use Marek Golonka's adaptation of his *Case Closed* system to create origin stories. You can find it in *Case Closed: Monsters Are Real?* on page 137.

KEEPER: GET READY

Pick which scenario you want to use, or create your own.

Consider where you're setting your game and tailor the scenario to fit. You might want to change names to fit the cultural background, pick specific (even real) places for the locations, and adjust elements that don't suit your group. Let everyone know what you've selected, so they can come up with some fitting ideas for their survivors.

You can also mix and match the scenarios. Vampire gang at a house party? Slasher terrorising a small town? Both will work, but you'll need to move around bits and pieces to ensure that the survivors have access to everything they need to escape or fight back, and reposition the elements that the big evil needs.

If you're coming into this with some ideas about your game's mythology, pick the pieces that fit. Tweak them to match your ideas.

SURVIVOR PLAYERS: GET READY

You'll each need survivor playbooks. Create two potential survivors now to start with. You can play one and keep the other in reserve or switch between them as needed—whichever works best for you. The Keeper will say what the scenario is so you know where you are and what sorts of folks are going to be there.

Don't get too attached to your characters. Chances are good they may die. If so, you'll create a replacement. Survivors are quick to build for that reason. The scenarios include other bystanders who can provide replacements. You can either write up a bystander who has come up in play as a survivor, or create a new one from one of the extras who has not yet spoken up.

CREATING A SURVIVOR

To create a survivor, follow these steps:

- Pick a name, pronouns, and basic concept (such as a job, interest, or stereotype).
- Pick your looks.
- Set your ratings. Allocate +1, 0, -1, -1, -2 amongst Charm, Cool, Sharp, Tough, and Weird to fit your concept.
- Pick a personal move from the list in the survivor playbook.
- Pick an option from the fighting and gear list. You also have your regular clothes and personal possessions.
- Decide on any final details about your survivor.
- Wait for everyone to catch up and then in turn introduce your survivor(s) to the group.
- Go around the group again and on your turn, pick a history option for another survivor. Optionally add one or two more history picks, but one is enough.

HEADS-UP FOR VETERANS

Survivors are different from hunters in a few important ways. Folks familiar with playing hunters in *Monster of the Week* need to know:

- Your ratings are much lower.
- You don't start with any Luck points, although you can earn them (either via a personal survivor move or when levelling up).
- You don't have access to the hunter basic moves. Instead, you'll use the much less effective survivor basic move set (these are in the playbook). In particular, be aware that starting survivors can't fight monsters effectively or **use magic**.
- You have your own survivor agenda, different to the hunter agenda.
- The Keeper has an updated agenda and principles too, making things harder.
- Most of the other rules (like the Keeper's moves and peripheral moves) are the same.

SURVIVOR PLAYBOOK

"I'm sure everything will be fine."

GETTING STARTED

To make your survivor, pick a name, pronouns, and concept (a job, interest, or stereotype). Then decide your look, ratings, move, and gear & fighting option. Finally, introduce yourself and pick history.

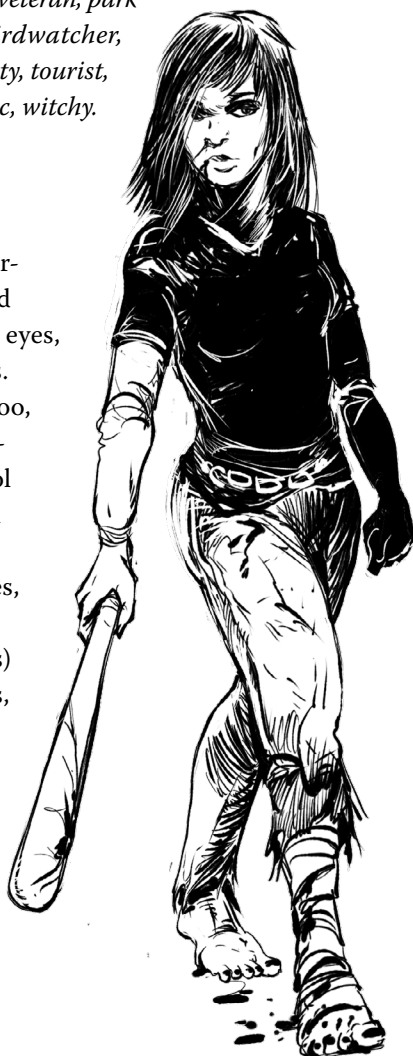
Concept: _____

Examples: *Accountant, military veteran, park ranger, solo parent, teacher, birdwatcher, survivalist, horror fan, stylish, arty, tourist, jock, nerd, king/queen bee, sceptic, witchy.*

Pronouns: _____

Look Ideas:

- Kind eyes, Wary eyes, Observant eyes, Distant eyes, Cold eyes, Warm eyes, Squinting eyes, Tired eyes, _____ eyes.
- An obvious scar, A cool tattoo, A regrettable tattoo, Spectacles, A body piercing, A cool hairstyle, An out-of-fashion hairstyle, _____.
- Work clothes, Casual clothes, Street clothes, Outdoor clothes, Military (or surplus) clothes, Fashionable clothes, Luxe clothes, Practical clothes, _____ clothes.
- Something else:



RATINGS

Allocate the following values amongst the ratings (Charm, Cool, Sharp, Tough, and Weird) as suited to your concept: +1, 0, -1, -1, -2.

INTRODUCTIONS

When you get here, wait for everyone to catch up so you can do your introductions together.

Go around the group. On your turn, introduce your survivor by name and look, and tell the group what they know about you.

HISTORY

Go around the group again. When it's your turn, pick one connection between your survivor and another survivor or bystander:

- They invited me along tonight. Why are you both here?
- They are my good friend. Why do you trust each other?
- They are my rival or enemy. What do you respect about them, despite your differences?
- They are my relative. What's the relationship?
- They are my romantic partner. How's it going between you two?
- We're connected by _____.

What does that mean to you?

You may go around again to create more links, but you only need one.

GEAR: FIGHTING

You start with your clothing and personal possessions (as appropriate to the scenario).

You can use this attack:

- ☒ Untrained and unarmed (0-harm hand)

You also get one of these:

- ☐ Martial artist (0-harm intimate/hand 1-armour)
- ☐ Handgun (2-harm close loud reload)
- ☐ Baseball bat or similar (1-harm hand)
- ☐ Leather or padded jacket (1-armour)
- ☐ Multitool
- ☐ Flashlight
- ☐ Flask or bottle of booze
- ☐ Music player
- ☐ Snacks
- ☐ Pocket first aid kit (clear unstable or heal 1-harm, one use only)

PERSONAL MOVES

You get all the basic survivor moves, and one personal move. Pick one of these:

- ☐ **Authoritative:** People tend to pay attention to what you say and take it seriously. You get +1 ongoing to **call for help**, and bystanders will go along with your suggestions (unless obviously dangerous).
- ☐ **Baggage:** You had a previous encounter with this evil. The Keeper will immediately give you a terrible insight about what's going on, and a useful fact that will help you survive. You may ask follow-up questions, but you're not owed any answers.
- ☐ **Banter:** If you have some time out of danger, you may make jokes and chat. Everyone present takes +1 forward.
- ☐ **Bonded:** Pick another person. Get +1 ongoing when they're the focus of a move roll you make.
- ☐ **Cautious:** When you suffer harm that you had a chance to prepare for, take 1 less.
- ☐ **Curious:** When you roll **what's going on** or **figure it out**, you learn an extra fact.
- ☐ **Geared Up:** You brought lots of stuff. Take three more items from the gear list, and one extra of your choice (with the Keeper's agreement).
- ☐ **Healthy:** When you get a few minutes of rest after a danger has passed, heal 1-harm or clear unstable.
- ☐ **Lucky:** Start with 2 Luck boxes instead of none.
- ☐ **Self-Taught Magician:** You start knowing the **attempt a spell** move, plus you've found or otherwise learned one spell. Choose the spell's single effect from the hunter basic **use magic** move options, the Keeper chooses requirements as usual.
- ☐ **This Old Thing?:** You have some small, special item that will be useful to survive this situation. Decide what it is with the Keeper.
- ☐ **Touch of the Odd:** When you **open yourself to the evil here**, gain an extra insight. When you **attempt a spell**, take +1 forward your first time for each spell.
- ☐ **Warrior Soul:** When you attack someone or something, you do +1 harm.

BASIC SURVIVOR MOVES

All survivors get these:

- **Call for Help:** When you need some aid, call on another survivor and roll +Charm. They may help you, or refuse. On a 10+, you get +1 forward. On a 7–9, get +1 forward with an extra complication. On a 6 or less, something bad happens to both of you. On any 7 or higher, if they helped, they mark experience; if they didn't, you mark experience.
- **Fend It Off:** When you try to avoid imminent harm, roll +Tough. On a 10+, you push the danger away for the moment. On a 7–9, suffer 1 less harm. On a 6 or less, it's worse than you expected.
- **Hold It Together:** When you are confronted by horror or attempt something stressful, roll +Cool. On a 10+, you're okay—do what's needed. On a 7–9, you can do it at a cost—suffer 1-harm, take -1 forward, or suffer another complication (Keeper's choice). On a 6 or less, you freak out and put yourself in greater danger.
- **Open Yourself to the Evil Here:** When you let the evil get inside your mind, roll +Weird. You always draw the evil's attention. On a 10+, the Keeper will tell you a terrible insight about what's going on. On a 7–9, the Keeper gives you a terrible hint about what's going on. On a 6 or less, you're filled with horrific visions and emotions.
- **What's Going On?:** When you try to understand what's happening, ask the Keeper a question and roll +Sharp. On a 10+, they'll answer with one solid fact. On a 7–9, they'll answer with a general impression. On a 6 or less, you get an answer you really don't want. The Keeper answers with facts you could directly observe, or figure out from direct observation.

LUCK

You start with no Luck available, but may earn it in play—fill in the box border then, and you may later mark it.

Mark 1 Luck to change a roll to 12 or avoid all harm from one event.

Okay ☐☐☐☐☐☐☐ Doomed

HARM

When you reach 4 or more, mark unstable.

Okay ☐☐☐ | ☐☐☐☐ Dying

Unstable: ☐

EXPERIENCE

Experience: ☐☐☐☐☐

Mark an experience box whenever:

- You roll for a move.
- You roll a 6 or less on a move (in addition to the mark for rolling a move).
- You suffer harm.
- Something else tells you to.

LEVELLING UP

When you've filled all five experience boxes, you level up. Erase all experience marks, pick an improvement, and mark a level gained.

Levels gained: ☐☐☐☐☐ ☐☐☐☐☐

IMPROVEMENTS

You may select each as many times as appropriate.

- Get +1 to a rating. The maximum you can have are a +2, two +1, a 0, and a -1.
- Gain an improved survivor move.
- Find a useful tool or weapon.
- Gain a Luck box, to be spent in the future. Maximum is 7 Luck boxes.
- Heal 1 harm and clear "unstable."

IMPROVED SURVIVOR MOVES

You may gain these as you level up.

- ☐ **Attempt a Spell:** When you try to cast a spell you found, ask the Keeper what it requires. When you have prepared the necessities, roll +Weird. On a 10+, it works but you suffer 1-harm or draw unwanted attention (your choice). On a 7–9, something isn't right—you may stop, redo your preparations, and try again with +1 forward, or go ahead and cast but suffer 3-harm or release uncontrolled magic (Keeper's choice). On a 6 or less, something terrible happens.

- ☐ **Avoid Danger:** When you or someone else is about to suffer harm and you try to avoid or prevent it, roll +Tough. On a 10+, you avoid it—reduce harm suffered by 3. On a 7–9, you avoid 1-harm. On a 6 or less, it's worse than you thought (maybe because of what you tried).
- ☐ **Fight Back:** When you are attacked and you fight right back, roll +Tough. On a 10+, deal your harm to it and either suffer half harm back or suffer full harm and drive it away momentarily. On a 7–9, deal and suffer full harm. On a 6 or less, it's going to go very badly for you.
- ☐ **Help Someone Out:** When you help someone with a difficult task, roll +Cool. On a 10+, your help makes a difference and they take +1 forward. On a 7–9, you help at a cost—they get +1 forward and you suffer a consequence. On a 6 or less, your help puts you both at greater risk.
- ☐ **Figure It Out:** When you investigate and try to work out what the fuck is going on here, roll +Sharp. On a 10+, you learn a fact that'll help you survive. On a 7–9, you learn a fact that'll help you survive but it comes at a cost. On a 6 or less, you learn a fact you really don't want to be true. In all cases, the Keeper will tell you something you might have seen, deduced, or otherwise figured out.
- ☐ **Look for Danger:** When you scan the area for hidden threats, dangers, or potential advantages, roll +Sharp. On a 10+, you learn two things. On a 7–9, you learn one thing. On a 6 or less, you learn one thing but it's all worse than you thought. In all cases, the Keeper will tell you something you could have noticed or figured out.
- ☐ **Plead:** When you plead for someone to act against their interests, roll +Charm. For another survivor, on a 10+, they may do it or not but if they do, they gain an experience mark and you get +1 forward. On a 7–9, it's the same but they suffer extra consequences. For other people, on a 10+, they do it—you owe them—and you get +1 forward. On a 7–9, it's the same but they're put into danger. For all, on a 6 or less, you waste time.
- ☐ **Stay Calm:** When you need to stay calm to do something hard, roll +Cool. On a 10+, you do it just fine. On a 7–9, you may withdraw and try something else or do it at a cost. On a 6 or less, you're freaking out—do it very badly, or give up your plan in despair.

SCENARIO AFTERMATH

Scenario: _____

This survivor:

- ☐ died
- ☐ escaped
- ☐ was transformed
- ☐ defeated the evil
- ☐ was never seen again

(Survivors only) Afterwards, they:

- ☐ trained to be a hunter
- ☐ avoided the supernatural
- ☐ were never the same

Details: _____

SURVIVOR AGENDA

You won't need the usual hunter agenda here, as you're not playing heroes. Instead, use this survivor agenda:

- Try to survive, but don't expect it.
- Prove you can be a hero.
- Take the evil out, or make your escape.
- Play your survivor like they're a real person.

Additionally, hold your survivor characters lightly. If they die, quickly create a new one from the reserves and carry on playing.

Pay attention to that third agenda item, too. Don't expect you'll defeat the evil here—escaping from it alive is just as much a win.



KEEPER: PICKING A SCENARIO

A few scenarios are provided; pick the one that appeals most to you and your group.

Guidelines are provided for creating your own scenarios, which are built differently to regular mysteries.

KEEPING THE SCENARIO

Start with the survivors doing normal stuff, based on the pre-revelation scenario setting. They should have a chance to get to know each other a bit. The Keeper may add some sinister hints about what's going to happen, but they're safe for the first few scenes.

Once the survivors have each had a moment, spring the revelation on them. Aim to hit them with it a little before they run out of steam with their initial character conversations and activities. Don't wait too long. Think of survival horror films starting with ten minutes of scene-setting, rather than slow-build tension.

Once the evil has begun its work, carry on survival horror style. Keep the tension ramping up, interrupted by terrible violence or moments of calm, and see how these survivors cope.

KEEPER AGENDA, PRINCIPLES, AND SURVIVOR MOVES

Most elements of the Keeper role are the same. However, the change to a survival horror style provides an altered emphasis. Your agenda and principles are specific to this scenario, but Keeper and threat moves work as usual.

Countdowns in these scenarios work differently, too. They still describe what the monster will do as its plan unfolds, but there are no hunters coming to disrupt that plan. The survivors will hopefully manage to push things at least a little off course. The countdown's main role—to inspire you as to what Keeper moves are appropriate as the scenario plays out—is the same.

The following section goes through those changes, and a discussion of handling survivor moves in play.

KEEPER AGENDA

The first two items of the Keeper Agenda are the same, but the third is changed:

- Make the world seem real.
- Play to see what happens.
- Make the survivors struggle to get through the horror.

Survivors aren't competent hunters, so this is more than "dangerous and scary" for them. The scenario goal is to survive; anything else is a bonus.

That struggle against the horror is going to be tough.

When you give the survivors problems to solve, they'll often fail. Embrace that failure! Survivors mark experience for:

- Every roll they make.
- Every roll result that's a 6 or less.
- Every time they take harm.

Taken together, this means they need to try, fail, and suffer to unlock their potential. Give them as many opportunities to do that as you can.

Some of them will be maimed or killed in the process. When that happens, the player can quickly create a replacement survivor and carry on.

You also need to give them tools to try and fight back. Let them find the critical items and information so that they have a chance. They might still fail, but they'll have a shot. Or they might decide it's better to just get away—that's also great.

KEEPER PRINCIPLES

Your principles in this scenario are:

- Put horror in everyday situations.
- Address yourself to the survivors, not the players.
- Use the Keeper moves, never use their names.
- Be a fan of the survivors, but don't go easy on them.
- Plant seeds for your world's mythology as you play.
- Nothing is safe. Kill bystanders and minions, burn down buildings, let monsters be slain.
- Name everyone they meet, make them seem like normal folks.
- Ask questions and build on the answers.
- Sometimes, give the survivors exactly what they earned, rather than everything they wanted.
- They can't access effective, outside help.
- Survivors who act selfishly will be punished.
- Think about what's happening off-screen.
- You don't always have to decide what happens.
- Everything is a threat.



Most changes here are the substitution of “survivor” for “hunter,” but a few are bigger.

“Be a fan of the survivors, but don’t go easy on them.” Root for the potential survivors—you want to see their story. But you don’t know who that is going to be yet. Some will die along the way—you’re a fan of those too. Focus on each survivor’s struggle and what strength of will is there in each one. The scenario is a forge-fire for these people, and most will be consumed. A few will come out tempered and strong.

“Plant seeds for your world’s mythology as you play.” This is intended as a prequel for a *Monster of the Week* series, so I assume you haven’t worked out all the details of how your world works yet. This isn’t really the time to figure it out, but you can insert any ideas you do have. How does the evil operate? How does magic work for the survivors? What happens when someone **opens themselves to the evil here**? Those things all contribute to the mythology your group will build in the future.

“They can’t access effective, outside help.” This one is simple—nobody is going to come and save them. The scenarios are built with constrained access and communication for that reason. However, smart players may figure out ways for their survivors to get word out. That’s okay, let them ask for rescue. But that rescue will never be effective. It might come too late, or maybe the evil will take out the attending police officers with ease. Perhaps the rescuers are just a new group of potential survivors for the players to use when their current ones are killed.

“Survivors who act selfishly will be punished.” This plays to the horror trope. Survivors who betray and screw over their peers aren’t going to come out of it well. Any time that someone does something along those lines, take note. Save some nasty comeuppance for them later on. They might be the next one ambushed by a monster, or they might lose the trail in the dark, or they might be the one who suffers when an attempted spell goes wrong. Do what seems right to balance the scales against their actions.



SURVIVOR MOVES

The basic survivor moves they start with are about staying alive and getting out of immediate danger. They don't include any way to fight back or figure out what's going on. They need to level up and unlock some improved survivor moves for those.

That's not to say the survivors are totally ineffective—as in regular *Monster of the Week*, the in-game fiction is also important. They can set things up to cause harm to the monster or figure things out on their own. They just don't have moves to do that easily.

Here's some advice on handling the basic and improved survivor moves in play.

CALL FOR HELP

When you need some aid, **call on another survivor** and roll +Charm. They may help you, or refuse.

- On a 10+, you get +1 forward.
- On a 7–9, get +1 forward with an extra complication.
- On a 6 or less, something bad happens to both of you.
- On any 7 or higher, if they helped, they mark experience; if they didn't, you mark experience.

This is the starting teamwork move, standing in for **help out**. It's triggered by a survivor calling for help, rather than someone offering. Any hit provides +1 forward—think of this as either the effects of the help, or the determination gained from help withheld. The experience goes to the helper or the survivor, also based on if the help was given or not.

It's also important that the miss means both survivors are in danger—being asked for help puts you on the line whether you want it or not. The Keeper may also apply the 7–9 complications to both survivors if the situation calls for it.

Survivors can improve their chances with **help someone out** and **plead**. The former is pretty close to the standard **help out** basic move, and the latter is close to **manipulate someone**.



FEND IT OFF

When you **try to avoid imminent harm**, roll +Tough.

- On a 10+, you push the danger away for the moment.
- On a 7–9, you suffer 1 less harm.
- On a 6 or less, it's worse than you expected.

Here we have the stand-in for **kick some ass** and **protect someone**. It's less effective than either of those, and on a 10+, they're only safe "for the moment." Use the respite to give survivors a chance to run, prepare, or regroup. Although the danger isn't gone, they've earned some time to take action before they face it again.

To make a serious attempt to fight back or protect each other, someone will need to take **fight back** and **avoid danger**.

HOLD IT TOGETHER

When you **are confronted by horror or attempt something stressful**, roll +Cool.

- On a 10+, you're okay—do what's needed.
- On a 7–9, you can do it at a cost—suffer 1-harm, take -1 forward, or suffer another complication (Keeper's choice).
- On a 6 or less, you freak out and put yourself in greater danger.

This is the stand-in for **act under pressure**. It's close to the original, with more defined complications on a 7–9. Survivors aren't used to the supernatural and horror, so call for **hold it together** rolls in situations like finding a gruesome body, encountering a monster, seeing magic, suffering harm, or being terrified for their life.

Sometimes, "do what's needed" is just going to be "don't panic." Other times, this move is needed for doing something very hard or under threat of harm or danger, more in keeping with how **act under pressure** normally works.

The improved version of this move is **stay calm**. It's more open, and allows the survivor to stop and try something else in some circumstances.

OPEN YOURSELF TO THE EVIL HERE

When you **let the evil get inside your mind**, roll +Weird. You always draw the evil's attention.

- On a 10+, the Keeper will tell you a terrible insight about what's going on.
- On a 7–9, the Keeper gives you a terrible hint about what's going on.
- On a 6 or less, you're filled with horrific visions and emotions.

This takes the place of **use magic**, **big magic**, or any alternate Weird moves. It's very focused on getting information about the scenario while increasing danger.

The first thing to ask when a survivor tries this is what they are doing. They might try something like reading a mysterious tome, touching something evil, fighting back against a monster's power, trying out a spell they found, or even asking what a monster wants. Whatever they choose, consider that when you decide what they experience and how the evil's attention focuses on them.

When you are answering, also be sure to keep that “terrible” in mind. The information you get from this move will always suggest doom and failure for the survivor. They may get some good ideas about how they might try and defeat the evil, but only in a way that makes that look impossible or otherwise unattainable.

For example, in the Camp Blood scenario, one of the survivors has been attacked and fed on by a vampire but managed to escape. They attempt to **open themselves to the evil**: specifically “the blood connection to that vampire.” They roll an 11, and the Keeper decides to give them an insight about the vampire gang's plan: “You feel a hunger to live forever, a desire to feast on other people and steal their strength. The vampire who fed on you is feeling that right now, and it feels like they are scenting this connection to hunt you down again.”

That's not the only insight you could have given them, of course. It could instead have been that vampire's memory of being transformed in the blood ritual: “You remember dying, and then waking in a flame-lit cavern. Blood covers you, much of it your own. Scary figures surround you, one is feeding you blood from their own veins. Then you shake it off—that wasn't your memory at all!”

At the beginning, this is the only way the survivors can get any real clues about the mystical side of the scenario. If they really want to win, someone needs to **figure it out**. And if they want to try out some magic or unleash their latent powers, they need to **attempt a spell**.

WHAT'S GOING ON?

When you **try to understand what's happening**, ask the Keeper a question and roll +Sharp.

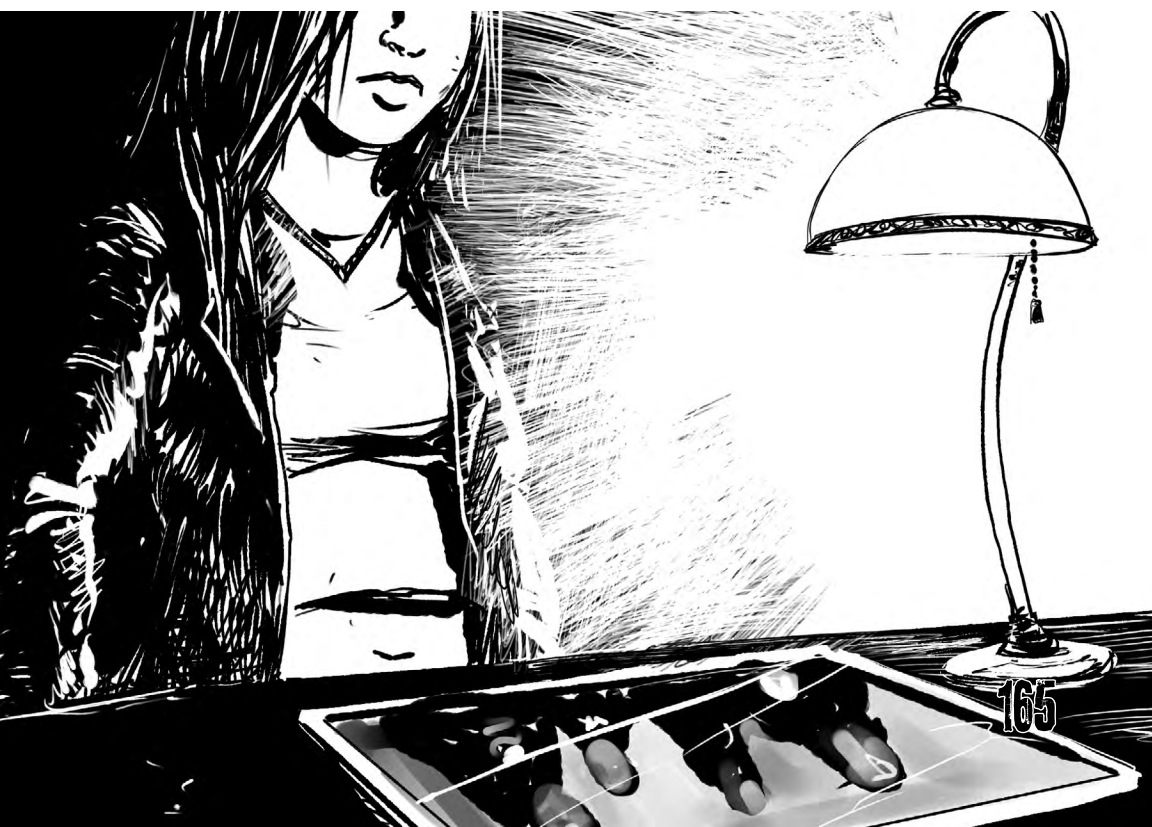
- On a 10+, they'll answer with one solid fact.
- On a 7–9, they'll answer with a general impression.
- On a 6 or less, you get an answer you really don't want.

The Keeper answers with facts you could directly observe, or figure out from direct observation.

This takes the place of **read a bad situation**. It's somewhat more limited and also more open. A survivor can ask any question and as Keeper, you'll provide one fact or impression, but what that is remains at your discretion.

The answer depends on what the survivor is doing and what they could possibly observe or understand. Pay close attention to what the survivor does and their relevant skills and knowledge. Those allow you to determine what they observe or deduce. Answers normally don't include anything supernatural, but might include popular culture ideas about what's going on.

The facts and impressions you provide in your answer don't need to be useful. You tell them something true or give them an impression about something true. They don't need to be able to use it to their advantage.



IMPROVED SURVIVOR MOVES

Now we get into the improved survivor moves. These are the ones that give them more of a chance to fight back, escape, or defeat the evil. Survivors need to learn these improved moves (and also boost their ratings so they're more likely to get a better result).

ATTEMPT A SPELL

When you **try to cast a spell** you found, ask the Keeper what it requires.

When you have prepared the necessities, roll +Weird.

- On a 10+, it works but you suffer 1-harm or draw unwanted attention (your choice).
- On a 7–9, something isn't right—you may stop, redo your preparations and try again with +1 forward, or go ahead and cast. If you cast it, suffer 3-harm or release uncontrolled magic (Keeper's choice).
- On a 6 or less, something terrible happens.

This stands in for **use magic** and **big magic**. When a survivor wants to try this, create requirements from the lists for either of those moves, tailored to how big and difficult the spell would be.

Survivors can't cast a spell without some problems—they don't have the experience for that. As Keeper, be as hard on the survivors as you want. They're meddling in things they ought to leave alone.

Most of the provided scenarios have some ideas for spells that can be found and what requirements they need. When creating a scenario, consider magic they'll need to survive or defeat the evil and how they can find it.

AVOID DANGER

When someone is about to suffer harm and you **try to avoid or prevent it**, roll +Tough.

- On a 10+, you avoid it—reduce harm suffered by 3.
- On any 7+, you may take the harm yourself instead of the initial target.
- On a 7–9, you partly avoid it—reduce harm suffered by 1.
- On a 6 or less, it's worse than you thought (maybe because of what you tried).

This is the stand-in for **protect someone**. It's very simple, reducing harm suffered with a hit. There's still a use for **fend it off** because this doesn't do anything about the dangerous situation generally.

FIGHT BACK

When you **are attacked and you fight back**, roll +Tough.

- On a 10+, deal your harm to it and either suffer half its harm back or suffer full harm and drive it away momentarily.
- On a 7–9, deal your harm and suffer full harm from it.
- On a 6 or less, it's going to go very badly for you.

This does the job of **kick some ass**. Here we have fewer options on a full hit, but one of those is to drive the danger away for a while.

The halving of harm on a full hit initially seems better than **kick ass**, but survivors have less effective attacks and lower ratings, so they're going to be taking lots of harm anyhow.

HELP SOMEONE OUT

When you **help someone with a difficult task**, roll +Cool.

- On a 10+, your help makes a difference and they take +1 forward.
- On a 7–9, you help at a cost—they get +1 forward and you suffer a consequence.
- On a 6 or less, your help puts you both at greater risk.

This is almost identical to the regular **help out** move. A survivor taking this is going to be helping the whole group be more successful.

FIGURE IT OUT

When you investigate and **try to work out what the fuck is going on here**, roll +Sharp.

- On a 10+, you learn a fact that'll help you survive.
- On a 7–9, you learn a fact that'll help you survive, but it comes at a cost.
- On a 6 or less, you learn a fact you really don't want to be true.

In all cases, the Keeper will tell you something you might have seen, deduced, or otherwise figured out.

This is the closest they get to **investigate**. It's focused on finding out things that will help them survive, as opposed to defeating the evil.

As Keeper, your answers should remain from the perspective of someone who doesn't really know about the supernatural world. They'll get facts that help them but might not really understand the reasons why. Information may be limited when the situation doesn't allow for more.



LOOK FOR DANGER

When you **scan the area for hidden threats, dangers, or potential advantages**, roll +Sharp.

- On a 10+, you learn two things.
- On a 7–9, you learn one thing.
- On a 6 or less, you learn one thing but it's all worse than you thought.

In all cases, the Keeper will tell you something you could have noticed or otherwise figured out.

This stands in for **read a bad situation**. It allows survivors to spot dangers in advance, but the Keeper can also point out useful things (perhaps items that could be weapons, ways to escape, places to barricade).

PLEAD

When you **plead for someone to act against their interests**, roll +Charm.

For another player survivor:

- On a 10+, they may do it or not, but if they do, they gain an experience mark and you get +1 forward.
- On a 7–9, it's the same but they suffer extra consequences.

For others:

- On a 10+, they do it—you owe them—and you get +1 forward.
- On a 7–9, it's the same but they're put into danger.

For all, on a 6 or less, you waste time.

This stands in for **manipulate someone** and is used when you want someone to do something they don't want to do. The 6 or less result represents arguing and cajoling before the pleader gives up, and that wasted time might lead to other dangers or problems.

For player survivors, there's an incentive to do what you've been asked. The decision remains with you.

For others, they do it but the survivor owes them. Keeper, make sure those extra bystanders call that marker in. If possible, keep that bystander alive so the debt hangs over the survivor.

STAY CALM

When you **stay calm to do something hard**, roll +Cool.

- On a 10+, you do it just fine.
- On a 7–9, you may withdraw and try something else or do it at a cost.
- On a 6 or less, you're freaking out—do it very badly, or give up your plan in despair.

Standing in for **act under pressure**, this gives survivors some more options when they're trying difficult tasks. Importantly, it allows them to withdraw instead of paying a price to act if they decide it's too costly.

Also, this doesn't replace **hold it together** for facing horrific scenes—survivors might still need to roll that move when confronted with something awful. This is focused on getting stuff done in difficult circumstances.

THE OTHER VICTIMS

Mechanically, the rest of the characters present are bystanders, just like a regular *Monster of the Week* mystery. Most of them will be **victims**, as their main role is to be threatened, hurt, and killed.

They're also a reserve for the players. If anyone loses a survivor, they may create a replacement based on a bystander. This might be someone who has come up in play and is now sketched out, or just from the unspecific others present. The choice is up to the player (unless so many people have been eliminated that options are limited).

To introduce the new player survivor to the group, here are some ideas:

- The survivors return to the main group and someone has just now built up the courage to help.
- The survivors find someone hiding wherever they happen to be.
- Someone who has been following in the background steps forward to do their part.
- The new survivor has been off on their own and just now found out what's going on.
- A monster has chased the new survivor towards the group.
- The new survivor arrives at the location from outside, having no idea what is going on.
- The new survivor was called to help by someone involved, and has no idea what is going on. This is good for police officers, paramedics, or other official help.

GEAR

Each scenario includes places the survivors can find more gear. Here's how to manage what they find or build.

Everyday items should be available anywhere you would expect to find them. For example, if a survivor is in a kitchen, they can usually find food, drink, knives, and cleaning supplies.

Items that are often available but more rare should be dealt with case by case. You can be generous here. For example, in that same kitchen, a survivor is specifically looking for a butane torch—there might be one, or might not. Let's say there is, and see what the player has planned.

If a survivor wants to build or jury-rig something specific, make a call about whether it's feasible with the materials and tools they have on hand. If it is, decide how long it will take them, and if they need anything extra. Extra requirements might be: it will take a certain amount of time, you'll need someone helping out, you need to make a **hold it together** move, or you need to find a certain extra tool/material to finish it.



WEAPON RATINGS

If they have a common weapon, you can use one of these:

- Kitchen or utility knife (1-harm hand messy fragile)
- Fighting or hunting knife (1-harm intimate/hand messy)
- Handgun (2-harm close loud reload)
- Rifle (2- or 3-harm, close/far loud reload)
- Shotgun (3-harm close loud messy reload)
- Assault rifle or submachine gun (3-harm close/far messy area loud reload)
- Grenade (4-harm close messy loud area)
- Industrial explosives (4-harm close/far messy loud area detonated*). *Needs a timer or remote detonator to activate.
- Sword or other old-fashioned sidearm (2-harm hand messy)
- Spear or halberd (2-harm hand/close messy forceful)

For anything not on the list, you can improvise something based on what's closest. If nothing quite fits, use these improvised attack guidelines. Is it...

- Not very dangerous? 0-harm
- Kind of dangerous? 1-harm
- Dangerous? 2-harm
- Seriously dangerous? 3-harm
- Deadly? 4-harm

Add other tags as appropriate. Range for anything used in the hand will be "hand." Anything small that can be used in a clinch is "intimate." Anything long or thrown gets "close." Few improvised weapons will work well at "far" range.

For other tags, these often cover what you need: heavy, light, clumsy, messy, slow, quick.



SUPPLY CACHES

The other thing that each scenario has is supply caches, normally hidden or requiring some extra effort to access. They're defined by the sorts of things they include, rather than a specific list. Give them some useful items that fit the supply cache's type, and if the survivor players ask for something else that would reasonably be there, decide if that's there too.

Supply caches might be:

- Tools (perhaps for a certain purpose, like vehicle repair).
- Anti-monster supplies (for the creatures in the scenario specifically, perhaps left after a previous event).
- Medical supplies. These might allow all survivors to get a first aid kit, provide treatment options for a persistent injury, or allow 1 or 2 extra harm to be healed.
- Food and drink.
- Escape supplies (perhaps a car and fuel, a boat, or maps and tramping gear).
- Magical stuff (tomes with useful spells, magical ingredients and tools).

SCENARIOS

The scenarios are similar to normal *Monster of the Week* mysteries, but there are a few important differences.

The monsters, phenomena, and minions are nasty. Survivors are not all expected to make it, and the threats are built to make escape hard and defeating them really hard. Each scenario provides at least one way to actually win even if it's unlikely the survivors will manage it. Minions usually have a weakness that must be used to defeat them, but something easy to take advantage of.

Instead of a hook, there's a "revelation." This is the moment showing the survivors things aren't right here.

Play begins with short scenes to establish the "normal" side of the setting and characters, followed quickly by direct evidence that something bad is happening.

Countdowns are still "what would happen if the hunters never arrived" (as no hunters are coming). Or you can think of it as "what would happen if the survivors don't manage to disrupt the evil plans at all." They can interfere in two main ways—escaping the situation (and perhaps helping other bystanders escape), or messing with what the monster or phenomenon is trying to do. The countdown is a place you look to for ideas about what happens next when it's time to make a Keeper move.

Each scenario has a survival section covering the ways that the survivors can make it—a way to escape, a way to remove the curse, a way to not be found.

DOING IT YOURSELF

Creating your own *Wait, Monsters Are Real?* scenario follows the same guidelines as a regular mystery, just with those changes in mind.

Create a "revelation" instead of a "hook." Include ways for the survivors to:

- Recruit new people as replacement survivors when someone has been lost.
- Find a spell or other supernatural item that allows them to **attempt a spell**. Make it a useful one.
- Find some critical supplies to escape or win. Think about places where weapons, vehicles, medical supplies, or other useful gear might be stashed or hidden.
- Discover clues about what's going on, perhaps from previous events or information known to bystanders involved.
- Think about how the survivors are most likely to escape or survive and make some notes on how that will work. This can include some custom moves, **big magic** rituals they can try, or just list what they need to do.

SCENARIO ONE: CAMP BLOOD

In this scenario, the survivors are having a lovely holiday at a beautiful campsite. However, when the sun sets, a vampire gang attacks the campground to feed and—worse—gather sacrifices for their abominable blood magic. The ritual requires a lunar eclipse, and there is one tonight.

The survivors can be anyone on holiday here, or one of the park rangers. The campground includes cabins and tent spaces. Around 30 people are present.

The locations are all around the remote campsite. It's at a large lake in a forested, mountainous area. Access is only by boat (a few hours to town) or foot (two days to town).

Begin with the campers doing regular holiday stuff—it's the afternoon, so folks might be kayaking or paddle-boarding on the lake, swimming, hiking, or hanging around camp with food and drink. Tonight a big camp-wide party is planned to enjoy the sight of the lunar eclipse.

REVELATION

After dark, the vampires sabotage all the boats and kayaks. The only watercraft left to get across the lake are some of the paddle-boards and a few kids' flotation aids.

Next, they encircle the camp and start picking off anyone who goes off alone. The revelation occurs when a body is found: someone heading to the toilet, a couple off for “private time,” or someone who just wanted some quiet.

Some of the survivors come across the body, throat torn out and blood everywhere. They need to **hold it together** to do anything except scream and panic.

After that first body is found, the vampires will begin openly hunting, taunting, and killing.

COUNTDOWN

WAIT, MONSTERS ARE REAL?

Day	The vampires stalk the camp, killing and feeding as they get the chance.
Shadows	The vampires start capturing people and spiriting them away to the ritual cave.
Sunset	The vampires have now killed or captured all left within the camp.
Dusk	The vampires begin their blood ritual with the captives.
Nightfall	All the captives but one are killed in the ritual.
Midnight	The last captive is transformed into a half-vampire.





THE CAMPGROUND

Location: Deathtrap (motivation: to harm intruders)

A wilderness camping resort, in the middle of forested hills and mountains. Access is primarily by the lake or on foot.

The staff here are two rangers—they take shifts out here for a week at a time. Now and again, other rangers pass through with supplies or on their way to other duties. The rangers use one of the cabins exclusively.

The campground includes 12 cabins (sleeping 4-8 people) and plenty of spaces for folks to put up their own tents. Cabins and tent spaces are separated by rows of bushes and trees for privacy, which means the camp site has lots of secluded corners.

There's a basic amenities block (kitchen, toilets, showers, and a supply room) and a boat shed that are listed separately later in this adventure.

In one of the cabins, concealed inside a wall behind a small hole, is a battered notebook and leather bag containing some crystals. The notebook contains a spell to ward the user against evil. If a survivor takes **attempt a spell**, they may cast this. It will divert the attention of the vampires away from the caster (as long as they hold a particular crystal).

Moves:

- Party at the barbeque/bonfire!
- Meet another camper unexpectedly
- Was that a noise? Did you hear movement?
- Anyone seen X recently?
- Sudden vampire ambush
- Find an exsanguinated body

MEGAN AND RICKARD, PARK RANGERS

Bystanders: Skeptics (motivation: rule out supernatural explanations)

Option: if any of the survivor players wish to take one of the ranger characters, they can. For each “survivor” ranger, you can omit one of these bystanders. Ranger survivors might also be just passing through, instead of on campsite duty.

These two rangers are just making it through their time on camp duty, an easy but boring task.

They are:

- Megan, ennui-filled ranger. Reacts to anything and everything a camper says as if she has heard that a thousand times before (and it wasn't interesting then either). A keen snowboarder, she does a bit of rock climbing in summer.
- Rickard, organised ranger. His mission is to see that every aspect of his life is perfectly arranged, using as many checklists as he can. He always has a notebook in which he is marking off tasks completed or new tasks that need to be done. No tolerance for any foolishness or slapdash arrangements, he's often telling campers off for insufficient cleaning of the facilities in particular. All his spare time is devoted to birdwatching (he also has notebooks for his observations).

Neither ranger has the slightest tolerance for talk of vampires. Ridiculous!

OTHER CAMPERS

Bystanders: Victims (motivation: to put themselves in danger)

Here are some ideas for other people at the campsite:

- Jim, Alex, and Melissa. A trio of friends in training for an ultra-endurance event.
- A sports team. Led by coach Quan (very keen, about everything) and captain Atilgan (feels like they're herding cats).
- Shannon, an excitable but inexperienced hunter.
- Britney and Theon. She's a likes-obsessed social media personality, he's the photogenic but slow-on-the-uptake boyfriend.

THE AMENITIES BLOCK

Location: Crossroads (motivation: to bring people and things together)

This is a rough building split in half. On one side are the bathrooms and on the other are the kitchen and supply cupboard. There's a well-stocked first aid kit in the kitchen.

This is a key place the people at camp run into each other.

The supply cupboard is locked (the rangers have keys), and is mainly cleaning supplies and other consumables. Right at the back are some things that might be useful during the scenario, for example:

- Tool kit and construction supplies, for cabin and track repairs.
- If the region has dangerous wildlife, a rifle (2-harm close/far loud) and ammunition.
- Search-and-rescue kit (including radios and climbing gear).
- Fallen down behind something else, a battered ranger's journal from a few decades ago. It mentions a recent lunar eclipse, discovery of the ritual cave (see later) and notes signs of recent visitors camping there (fire pit, graffiti).
- Well-hidden stash of recreational drugs (forgotten by another ranger last year).



THE BOAT SHED

Location: Prison (motivation: to constrain and prevent exit)

A small shed at the lake edge is used to keep the camp's kayaks, paddleboards, and associated gear safe. Campers are welcome to borrow what they want to enjoy their time on the lake. Supply runs are by a small powerboat that is kept on the other side of the lake (that's at another ranger station, well out of visual range). There's an inflatable raft stored here too—it is not often used.

As soon as night falls, a vampire sneaks in here and sabotages every means of escape.

If there's a lot of activity around the boat shed later, the vampires might come in and kill or capture those involved before anything can be repaired.

Potentially useful things that can be found here include:

- Broken kayaks and paddleboards, a stored inflatable raft (punctured).
- Oars.
- Lifejackets (mostly torn up).
- Snorkels, masks, and flippers.
- Tool kit and repair supplies for the gear.
- Pasted to the wall, a news clipping from 1967 recounting the tale of "Bungus," a lake monster said to live here. It's a huge crocodile covered in lake weeds that likes to bite lone swimmers. Said to have been spotted by campers last summer.
- Pasted to the wall, a news clipping from 1927 recounting a story from 1902 about a group of mountain climbers who all disappeared in this area one new moon summer night. None were ever found.

THE LAKE

Location: Prison (motivation: to constrain and prevent exit)

Normally, a beautiful lake that provides fun activities while you holiday at the camp. Tonight, it's a 2km barrier between you and safety.

It's summer, but this mountain river-fed lake is still extremely chilly. Anyone trying to swim across will need to deal with both exhaustion and hypothermia.

Moves:

- Swimmers need to **hold it together** or **stay calm** to keep going.
- Swimmers take 2-harm from the cold water.
- The shore all looks the same. Where were you heading?

THE FOREST

Location: Maze (motivation: to confuse and separate)

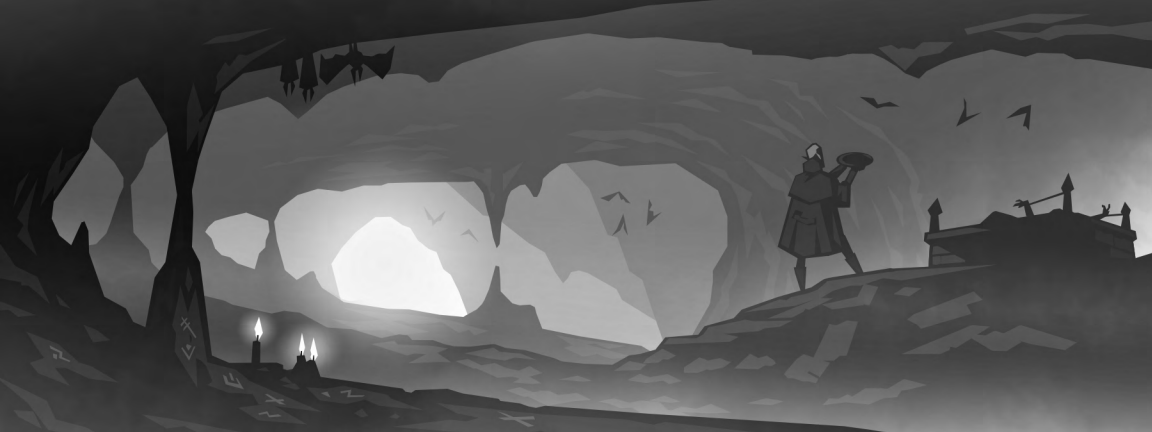
The forest is dark and difficult to navigate. There are trails here that are easy to walk during the day, but at night, people will quickly miss the track and end up blundering through the undergrowth.

During the day, the trails become "Location: Escape Route (motivation: provide a chance to get away.)" However, the forest remains as dark and dangerous as ever. Survivors attempting to get away by trails have two days of hiking to reach safety. They may try to force march (consider calling for **hold it together** moves and/or inflicting harm on them to manage that).

Alternatively, they can camp out for the night and hope to hold off any pursuit. The vampires will only pursue escapees if they still need more victims for their ritual—if just one or two survivors try this, let them go. If most of them leave as a group, have the vampires stop them.

Moves:

- Someone loses the path.
- It's dark and you are lost. What's that noise?
- Sudden vampire ambush.
- Stumble upon the ritual cave.



RITUAL CAVE

Location: Den (motivation: to harbour monsters)

Near to, but not on, one of the trails is a natural cave that the vampires use for their evil blood rituals. It was originally selected for its remoteness, not any intrinsic power here, but the many years of evil magic have developed a necromantic aura.

The cave entrance appears normal and somewhat overgrown. Close investigation will show the bushes have been brushed aside and replaced a lot recently, and there are signs of use. Not footprints, but areas where footprints have been brushed over to conceal them. A long passage (around 40 metres) winds into the hillside and down, and then opens out into a larger chamber that the vampires use.

The ritual chamber has a stone altar in the middle, bloodstained over decades. On the walls are various symbols and words drawn by the vampires in blood. Some of these have occult significance, others are just graffiti (Benedict disapproves of this, but doesn't bother stopping anyone doing it). Another passage leads deeper underground, which is where the vampires stash their captives. Captives have been mesmerised to just stay here, and player survivors will have to somehow snap them out of that to rescue them.

If the survivors try to interrupt the evil ritual, they'll find:

- All the vampires are taking part in the magical working.
- One captive is kneeling beside the altar. If any survivors were captured, make it one of them.
- The other captives are slain one by one. Their blood is fed to the kneeling captive.
- Later, each vampire feeds a little of their blood to the kneeling captive.
- After that, the kneeling captive has a seizure, then awakes in a few minutes as a half-vampire.

THE VAMPIRES

Monster: Queen (motivation: to possess and control)

A gang of vampires is behind this scheme. Use one vampire per survivor player and one extra. They are:

- Benedict, the eldest and leader by right of ruthless brutality. Around 800 years old, and has learned some extra tricks along the way. He's dressed like an eighteenth or nineteenth century highwayman or traveller.
- Lily, the ritualist. Dressed in a modern, witchy style. She's the one leading the ritual tonight. Delights in cruelty.
- Bascom, muscle. Long the fist and fang that back up Benedict's words. Dresses in biker style, leather, and heavy boots.
- Yong, attractive, and slight. Wears the current fashion (very out of place here, although somehow it stays clean). Prefers to hunt by chatting folks up, getting them interested, and then attacking. Optionally, they may pose as a camper "just arrived" as night falls to infiltrate the mortals.
- Muhindo, the tall and quiet one. A stealthy and patient hunter. Dresses to blend in—dark colours and camo. Strikes swiftly and without warning.
- Maya, the youngest. She's the most recently transformed, a mere 24 years as a vampire. She dresses in streetwear and shares with Yong a good sense of current slang, fashion, and attitudes. Matter of fact about her nature, she vastly prefers being an immortal killer than her previous mortal life.

The vampires share a desire to kill and drink the blood of all at the camp, keeping a few captives for their ritual to create a new half-vampire to become part of the gang. They want someone feisty and tough, so any survivors that make an effort to fight back are more likely to be kept for that purpose. After the ritual is completed, they won't allow the new half-vampire to kill just yet (making them a full vampire with all their powers). Instead they'll have a few months to prove they've got what it takes before that (although Benedict respects half-vampires who escape the gang and make a first kill on their own).

The vampires are very sensitive to sunlight and sluggish during the day, so they plan to enact their plan over one night, killing any other witnesses. They also can't cross fresh water, so anyone out on the lake is safe from them (until they reach shore, anyhow).

They each have their own style, but their general plan is to take people out whenever they are alone. Those who try to escape the camp will be particularly targeted. The vampires each manage their own hunts, but they'll team up in response to any survivors who start organising a resistance or working together.

Any captives will be held with superhuman strength and carried to the ritual cave. The captives will be mesmerised to stay where they are. Survivors get to make the roll listed under the power, but bystanders will just wait in a fugue.

Powers:

- Immortal.
- See in the dark, and can sense mortal humans (technically, they can smell your blood and hear your heartbeat from a distance).
- Transform into wolf, bat, or shadow.
- Extremely strong and fast.
- Can climb sheer surfaces.
- Incredible stealth.
- **Mesmerism:** When it commands you, roll +Cool. On a 10+, you can choose whether to do it or not. If you do, mark experience and take +1 forward. On a 7–9, you can choose whether you do it or not. If you do, mark experience. If you don't, take +1 the next time it tries to mesmerise you. On a miss, you do what it asks.
- **Blood Magic Transformation:** They know a ritual to create a new half-vampire, which requires a lot of blood from newly killed victims. When the half-vampire first kills and drinks blood, they become a full vampire and lose any remaining humanity.
- **Blood Magic Cantrips:** (Benedict only) Create a blood-flame (3-harm close magic fire), track anyone he has tasted, talk into the mind of someone he has tasted, invoke visions of horror. All effects require a substantial amount of blood, from a victim or by doing 1-harm to himself.
- **Plague Bringer:** Disease and vermin thrive when a vampire is nearby.

Attacks: Punch/throw: 4-harm hand; Bite: 3-harm intimate vampiric.

Harm capacity: 10 ☐☐☐☐☐ ☐☐☐☐☐

Armour: 1 (tougher than a human).

Weaknesses: A fire fuelled by wood with healing and cleansing properties (such as ash).

SURVIVAL

Any survivors who make it to dawn have a chance. They'll need to use the day to find safety or help, far enough away that the vampires can't catch up with them the next night. That will require either repairing one of the boats, or pushing hard to reach the road by foot (that's normally a two-day walk).

Technically, any survivors transformed into half-vampires also survive. They might wish to create a Monstrous hunter.



SCENARIO TWO: SLASHER PARTY

A house party is attacked by a supernatural slasher—the revenant of the vengeful previous owner of the land.

The house is a big, luxurious one, with large tree-filled grounds and no close neighbours. With their parents away, two siblings have organised a massive party. This has awakened the vengeful rancher who once owned the land. The revenant stalks the young people as it feels they are part of what wronged him with an added dash of reactionary hatred.

REVELATION

Give the survivors some time to meet some of the other party guests and interact a bit, do some stupid party stuff.

Then have them find the first body.

Anyone checking for a car to get away from this point on will find that all have been sabotaged (quite crudely: the bonnets have been forced open and anything vulnerable cut or smashed).

COUNTDOWN

Day	Slasher murders someone, gruesomely.
Shadows	Slasher tortures and murders someone, gruesomely.
Sunset	Slasher tortures and murders someone, gruesomely.
Dusk	Slasher goes on a rampage and murders most of the remaining guests.
Nightfall	Slasher sets up a really elaborate super-gruesome murder and carries it out.
Midnight	Final few guests are killed one by one as they try to escape.

PARTY HOUSE

Location: Crossroads (motivation: to bring people and things together)

A large house, in a kind of luxurious, kind of cheap modern style. It's sprawling and filled with odd-shaped corridors and corners that can be confusing (guests may get lost in here).

During the scenario, the house is fully given over to the party. There's music playing (including a DJ and a band), rooms are crowded with guests, people are drinking and talking. There's a pool and a hot tub, a games room with a pool table, and a TV room with folks playing console games.

Moves:

- A guest suddenly walks into the room, interrupting a hunter.
- Discover a room you hadn't noticed before.
- "IT'S TOO LOUD HERE!"
- See someone you want to talk to, but there's people in the way or you can't get their attention from here.
- Find a body.
- Mobile reception suddenly drops.
- Catch a glimpse of Rancher Carl.

THE GROUNDS

Location: Maze (motivation: to confuse and separate)

The house grounds are large. There's some landscaped areas near the house and driveway, but most of it is unmanaged regrowing forest.

The gardens have hedges, fences, and lots of secluded alcoves.

In the trees, it's all spooky shadows and difficult going through the undergrowth.

Moves:

- See movement.
- Hear something.
- "Where are we?"
- Carl is stalking them.
- Run into a pair of guests unexpectedly. They are, ahem, flustered.
- "Huh, we're somehow back at the house? Weird."

SUSANNAH AND PATRICK, THE HOSTS

Bystanders: Busybodies (motivation: to interfere in other people's plans)

Left in charge by their parents (who are on holiday somewhere expensive), so obviously they're throwing a massive party.

Patrick and Susannah will frequently interrupt party guests to try to arrange things. They each have specific ideas about what should be happening and who should be friends ("You should go and talk to him," "Hey, let's go to the pool," etc). Both are very self-absorbed, rather than malicious.

Patrick has an edgy "party jock" style, tasteless jokes and risky stunts for attention. His clothes are expensive but trashy. He's the one who organised the DJ and band for the party, contributing a lot to waking Rancher Carl.

Susannah dresses in the height of designer fashion. She judges all by the same standard: do you maintain enough of an image of wealth, style, and beauty? She tries to ensure everyone is associating at their "correct level" against her standards.

When things go bad, both siblings freak out and try to take charge. This results in terrible instructions and plans, in line with their own views.

Moves:

- Interrupt someone.
- Tell someone to go do something specific ("You should visit the hot tub," "Go talk to Bryce," etc.).
- Get annoyed at someone.
- The siblings have an argument about something (it's probably not clear what).
- (Once Rancher Carl is active) Come up with a terrible plan and start ordering people to do it.



JASMINE CLARK, THE DESCENDANT

Bystanders: Victim (motivation: to put themselves in danger)

Jasmine is here to cut loose after a tough week. She's dressed up and looking for some fun. Her style is a bit expensive, a bit fashionable. She's on the fringes of the popular clique without quite being part of it.

She's also a direct descendent of the local official who signed off on the sale of the Butcher ranch. Her mother is a keen local historian, so Jasmine knows a lot about the history of the suburb, the land, and the ranch being taken from the Butcher family.

Moves:

- Drink too much.
- Ignore warning signs.
- If there's a chance for fun, go for it. Why shouldn't she?
- If asked, reveal information about local history. "But—like—it's BORING."



OTHER GUESTS

Bystanders: Victims (motivation: to put themselves in danger)

Here to have a good time (but they're actually going to get murdered). The survivor players should pick which group their characters identify with.

The other guests include:

- DJ Slaughter. Turns out, they're really good. A bit shy when off the stage. Wears a lot of bright geometric patterns.
- Lord of Carnage, the band. A metal act, just starting out (set's a bit of a mess). They're cowardly when it turns bad. They're dressed in classic young metallar style.
- The popular clique: Quick to react when things go bad, if not especially effective. Preppy designer fashion, impeccable turnout. The de facto leaders of this clique are Janice and Sam.
- The nerdy group: Totally useless, they've been absorbed in video games the whole time. When things go bad, they panic. Casual dress—lots of hoodies and trackies. De facto group leaders are Bryce and "Nibbles."
- The sporty group: Not as tough as they act. Wearing an array of team jerseys and sportswear. Split between the bar and the pool. De facto leaders are Fergus and Meghna.
- The outsiders: The outcasts from this social scene. They're fair and reasonable, having a great time on their own, out in the gardens. Wearing a variety of styles in keeping with their varied interests. De facto leaders are Michelle and Curtis.
- A group nobody seems to know: They just turned up, not clear how they got an invite. Maybe they're a little older than everyone else? A bit edgier? Motorcycles, biker jackets, boots. Kind of badass. De facto leaders are Ibha and Jacob.

RANCHER CARL

*Monster: Executioner
(motivation: to punish
the “guilty”)*

An old-fashioned cowboy, with a nasty sneer and a not-really-alive sort of vibe. His clothing is crusted with clay and earth and smells of rot. He has returned from the dead as a murderous walking corpse to take revenge for what he sees as unforgivable crimes. He comes at night, as he is slower and weaker in bright light.

The fact he’s taking revenge on people who don’t even know about those “crimes,” much less culpable for them? He does not care.

Way back before this land was developed, it was stolen from the original people here. Carl Butcher was part of one of those colonising families, getting rich from the fertility of the Earth. He ran cattle, miserable beasts doomed to a horrible life before being slaughtered and eaten. Carl used to ponder that life cycle, and smile at the way his cruelty was so profitable. That ended when the government forced him to sell the land, and he died angry at the politicians and bureaucrats for “stealing” his life from him, although he was still rich and comfortable.



The land is now a suburb, filled with residences for families. Rancher Carl considers them all the same people who “stole” his ranch. He has a good raft of reactionary opinions on top, and modern people raise his anger there too.

The party on the site where he is buried (with a guest one of the descendents of a bureaucrat involved) is the final straw that has raised his angry, walking corpse from the dead to inflict vengeance for all these perceived wrongs. All these immoral youths in their orgiastic party are just the beginning.

Powers:

- **Creature of Shadows:** His powers are associated with darkness. All his powers are weaker when he’s in bright light. In particular, light reduces his attack harm by 1, and his iron grip is easier to break.
- **Always Returns:** If pushed to full harm capacity and his weakness hasn’t been used, his body disappears. When next seen, he clears 5 harm marks.
- **Behind You!:** Somehow, he is suddenly behind someone.
- **Where’d He Go?:** Somehow, he is no longer here.
- **Iron Grip:** Anyone grabbed by Rancher Carl is held in place with great strength, requiring extra efforts to escape (such as **fend it off** or **stay calm** to break his grip).

Attacks: Grab 1-harm intimate/hand grapple forceful; Knife slash: 4-harm hand messy quick; Knife stab: 5-harm intimate/hand quiet; Rifle: 3-harm close/far loud.

Harm capacity: 15 ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

Armour: 1 (evil undead body).

Weakness: Either restore his ranch to his descendents, complete with cattle and clearing away 150 years of history, or find his buried remains and cleanse their evil with a holy **big magic** ritual.

Moves:

- Do something in the cruellest way possible.
- Slaughter and butcher folks like livestock.
- Grab someone, taunt them, then lots of stabbing.

SUBURBAN NEIGHBOURHOOD

Location: Prison (motivation: to constrain and prevent exit)

Although it looks like a regular suburb, the ghost's influence has made it hostile to the partygoers. Most houses are dark and appear deserted.

If the survivors try and get help at one of the houses, they'll find:

- An angry local who refuses to help them.
- All residents slaughtered by Rancher Carl already.
- Rancher Carl answers the door.
- The open door deposits the survivors back in the party house.
- One house is the residence of an occult practitioner. Here the survivors may find spells including "Resist a Ghostly Influence" and "Protect Someone From Evil." There's also a big magic ritual that would be required to lay him to rest permanently (ritual details are listed under the Survival section.) There's no sign of the owner.
- Empty, dark, and silent.

Attempting to leave the area will also have them mysteriously turned around and headed back towards the party house (whether on foot or if they find a vehicle). Survivors can resist this effect using **attempt a spell** or **stay calm** once they know what's going on.

SURVIVAL

Survivors can escape by braving the woods and making it to safety, as long as Carl doesn't hunt them down along the way. Anyone with technical knowhow might be able to get a car running again and drive away (Carl will target anybody repairing a vehicle). Finding the spells in the occult practitioner's house and successfully casting them will also give someone a way to stay safe.

Anyone who manages to hole up and keep themselves alive until morning will have a chance to make their getaway. Carl can still act during the day, but he's notably slower and weaker.

Defeating Carl is hard but possible. They'll need to find his remains (buried under the party house cellar), find the ritual, and successfully cast it. The big magic requires:

- Carl's remains.
- Five people taking part.
- Repeated chanting of a spell for about 20 minutes.

SCENARIO THREE: INCURSIONVILLE

The survivors must deal with a phenomenon—a strange field that poisons and mutates all within. The survivors may be any who would be in a small town—locals, visitors, or travellers passing through.

You can set this wherever you want in the world, but make sure it's a really small town, the kind of place that seems on the edge of abandonment.

REVELATION

Ask the survivors what they'd do on a normal day, and select a town location they are currently visiting or near.

Pick a few survivors and inform them a strange buzzing noise has been bothering them for the last day or two. They can't locate the source of it, it seems to be all-pervasive.

Pick a few survivors (which may overlap with those who can hear buzzing, or not). Tell them they saw a weird coloured band in the dawn sky this morning, sort of like a piece of rainbow or an aurora. As the sun rose, it was no longer visible.

The location then suffers an attack of mutated people, such as the staff from a shop or mutated farm animals.



COUNTDOWN

Day	Roaming groups of mutants attack people in the town, killing some.
Shadows	A large group of townsfolk attempt to escape. They're all killed or mutated in the Transformed Zone.
Sunset	Mutants have now tracked down and killed all townsfolk who aren't in hiding or barricaded in.
Dusk	The Transformed Zone starts spreading inwards. Remaining townsfolk begin mutating.
Nightfall	The entire town is now part of the object's mutated entourage.
Midnight	The Transformed Zone starts spreading outwards.

MAIN ROAD

Location: Crossroads (motivation: to bring people and things together)

This encompasses the town generally. There's a few shops and offices (a mechanic workshop has its own entry), surrounded by residences (one of which has its own entry). Everything else is what you expect in such a town.

Any local survivors will know exactly where to go for certain things or people. It's a small enough town that they know all the businesses and where everyone lives.

People are scarce once the attacks start. Some have been transformed (most of these are in the outskirts or the Transformed Zone now), a few fled, and a few more are holed up somewhere relatively safe. The player survivors are the only ones wandering around.

All cars and vehicles have been mutated and are either hostile or have left (they will be found in the outskirts or Transformed Zone now; refer to the Mutated Machines threat).

Moves:

- Find common supplies (food, basic medicine, basic tools).
- A lone mutated machine.
- A few mutated animals.
- A lone mutated person.
- Meet a bystander scouting or looking for supplies.

OTHER PEOPLE IN TOWN

Bystanders: Victims (motivation: to put themselves in danger)

Here are some ideas for other people at the campsite:

- Grace, owner and manager of the diner. Always ready to hear a story, even if she's heard it a hundred times already. Matter-of-fact in a crisis.
- Sparky, the town electrician (and general small-jobs person). Sometimes seems to hear things that aren't there.
- Sofia, a farmer who's in town to pick up supplies. Constantly complaining (about the weather, taxes, regulations, work, everything else). She's seen some odd stuff on her farm.
- Jim, Alex, and Melissa, a trio of friends visiting town to train for an ultra-endurance event.

MECHANIC WORKSHOP

Location: Wilds (motivation: to contain hidden things)

The mechanic is highlighted for two reasons: escape and containment.

Vehicles in the town have been mutated and started roaming around on their own, but the mechanic has some cars that needed repair. These inert parts have—so far—remained untouched. Handy survivors might be able to get something running and make a break for the outside (although their car might transform as they drive!)

The other thing they can find here is a selection of electrician's tools and supplies that could be useful if they investigate and attempt to contain the object.

Moves:

- “What a mess!”
- Locate the part you need, after a while looking.
- Can easily find: mechanic's tools, electrician's tools, common car parts, two cars that are currently partially disassembled (but not mutated).

OUTSKIRTS OF TOWN

Location: Prison (motivation: to constrain and prevent exit)

On the outskirts of town, things start looking a bit odd. Areas of transformation can be seen here and there. Mutated people, animals, and machines are frequently found here, as well as some mutated plants.

The mutants in this area are hostile and will attack almost everything they see (except for each other).

Being in this area exposes survivors to the object's mutagenic field. Refer to the **mutate a survivor** custom move for details.

Moves:

- Find something weirdly melted, changed, and wrong.
- Find an area of normality.
- Mutants spot you and approach.
- Mutant attack.
- Someone starts transforming.



TRANSFORMED ZONE

Location: Deathtrap (motivation: to harm intruders)

Leaving the outskirts, you come to the Transformed Zone. Here it seems that everything has been mutated and transformed, and wants to kill you.

Mutated plants and animals are most frequently found here, but there are a few people and mutated machines too.

Being in this area exposes survivors to the object's mutagenic field; refer to the **mutate a survivor** custom move (page 199) for details.

Moves:

- Everything looks weirdly melted, changed, and wrong.
- Mutant attack!
- Mutant encounter.
- Someone starts transforming.

OLD GERTRUDE'S HOUSE

Location: Wilds (motivation: to contain hidden things)

A regular house, except for Gertrude's interest in minerals, crystals, and rocks. There are a few ornamental rocks and boulders in the garden.

Inside, the collection is spread everywhere that there's space. The basics for Gertrude's strange loner lifestyle are surrounded by her finds, large and small and all different.

Moves:

- It's quiet here. Too quiet?
- Knock something over accidentally.
- Gertrude confronts you.
- Gertrude ambushes you.
- Door to the cellar stairs.
- In the cellar, the object.

MUTATED OLD GERTRUDE

Minion: Guardian (motivation: to protect the object)

Old Gertrude is one of the town weirdos. She likes to collect interesting rocks and things, in the hope that one day she'll discover gold or diamonds and become wealthy. A couple of weeks ago, she found the crash site of a meteorite (the object) and excitedly collected it to return to her home. It's now "safe" in her cellar, where the field it produces is mutating everything in the region (although not evenly—refer to the object's description for how the field works).

Gertrude has been mutated, but more recently and somewhat less drastically than the other townspeople. She is driven to protect the object, which she regards as some sort of vaguely divine entity.

Attacks: Unarmed: 0-harm intimate/hand messy; Large, rare rock: 2-harm hand clumsy valuable.

Harm capacity: 7 ☐☐☐☐☐ ☐☐

Armour: None, she's a regular human.

Weakness: Isolation from the object's effect field, or massive damage to the body.

Moves:

- Ramble on about rocks and crystals.
- Prevent people getting into her house, especially the cellar.
- Deny anything is wrong or different (despite her obvious physical transformation).
- Ambush an intruder by bashing their head with a rock.



THE OBJECT

Phenomenon: Teratogen (motivation: to turn things into monsters)

A strange orange glowing meteorite. It emits a mutagenic field of energy, but in certain lines and patterns (similar to a magnetic field). This field shape means that much of the immediate vicinity of the object (the town) is unchanged, but the surrounding area has been affected strongly. Any survivors who leave the town will find themselves in an area that has been transformed into a dangerous alien wilderness.

Being near or handling the object exposes survivors to the mutagenic field; refer to the **mutate a survivor** custom move for details.

Powers: Field of transformational energy.

Harm capacity: 5. Destroying the object means you now have several smaller objects that continue transforming their surroundings.

Armour: 1 (it's a rock).

Weakness: Shielding the object so the field is contained. This requires certain rare minerals or crystals—some that will do the job are in Gertrude's collection, although the survivors will need to experiment to figure out which. Further details are in the "Survival" section.

Moves:

- Transform and mutate things.
- Just sit there glowing.

CUSTOM MOVE: MUTATE A SURVIVOR

When a survivor gets exposed to the field and begins changing, start a clock for them (with five segments). Mark one segment for a mild exposure, two for a severe exposure. Further exposures are handled the same way. During this time, the survivor will feel symptoms such as fever, skin rashes, lesions, itching or burning sensations, clumsiness, fatigue, and hunger.

Spending up to an hour in the presence of the object or the outskirts of town is a mild exposure, spending up to an hour in the Transformed Zone is a severe exposure.

When the clock is complete, the survivor collapses and begins a full transformation. That takes anywhere from a few minutes to a few hours. They become a mutated person threat, and the player may create a new survivor from the reserves.

For any other bystanders, you don't need to worry about a clock. They collapse and begin transforming whenever it is most dramatic.

MUTATED ANIMALS AND MACHINES

Minion: Assassins (motivation: to kill the survivors)

These are local animals (wild or domestic) and machinery mutated by the object's power. The transformation causes things to physically melt and change, losing some attributes and gaining others.

Each individual is unique and awful, but what it was originally is still obvious.

The transformed become dangerous and violent, but not especially smart.

Use the ratings based on the size of the original animal or machine and pick whichever attacks fit best for each one, and select the ranges that it is effective.

Attacks (pick one or more for each individual):

- Small, light attack (1-harm quick)
- Medium attack (2-harm messy)
- Toxic attack (2-harm poison)
- Defensive attack (2-harm 1-armour)
- Heavy attack (3-harm messy forceful)
- Deadly attack (4-harm messy forceful)

Ratings:

- Small (cat, toaster): 4 harm capacity, no armour.
- Moderate (large dog, lawn mower): 5 harm capacity, no armour.
- Human-sized: 7 harm capacity, no armour.
- Large (bear, car): 12 harm capacity, 1-armour.
- Huge (truck): 20 harm capacity, 1-armour.

Weakness: Isolation from the object's effect field, or massive damage to the body.



MUTATED PLANTS

Minion: Plague (motivation: to swarm and destroy)

Mutated plants are physically transformed, toxic, and able to attack any who come within range.

Powers:

- Mutated plants each have a different toxin effect. Choose one from: mutagenic, sedative, mark “unstable,” +1 harm, -1 ongoing to a rating, skin rashes, burning pain.
- Some of the mutated plants can crawl slowly or rapidly grow their reach. Others are stationary.

Attacks: Grasping vines: 0-harm hand/close grab; Toxic thorns: 1-harm intimate/hand poison.

Harm capacity: Anything from 3 (small bush) to 30 (large tree).

Weakness: Isolation from the object’s effect field, or burning them completely (including roots).

MUTATED PEOPLE

Minion: Brutes (motivation: to intimidate and attack)

Humans mutated by the object retain a rough cunning, and they’re violent to the unchanged.

They’ll roam around and scare or attack anyone they meet. They don’t have goals as such, just undirected confusion and rage.

Attacks (pick one or two):

- Unarmed (0-harm intimate/hand messy)
- Improvised weapon (1-harm hand)
- Dangerous weapon (2-harm hand)
- Handgun (2-harm close loud)

Harm capacity: 7 ☐☐☐☐☐ ☐☐

Armour: None.

Weakness: Isolation from the object’s effect field, or massive damage to the body.



SURVIVAL

This scenario has just two ways out: escape or contain the mutagenic field.

Escape is the easiest option. It requires the survivors to make it through the outskirts and Transformed Zone, but if they manage that, they'll be free of the field effect and safe. To make this challenging, aim to have them deal with a mutant encounter and one other challenge in the outskirts, then two more mutant encounters and two more challenges in the Transformed Zone. If a survivor gets through all of those, they're clear of the object and safe. Don't forget to apply the exposure from the **mutate a survivor** custom move on their way.

Containing the object so the field has no effect is harder. They'll need to experiment and build a vessel for it (effectively **big magic** but with a scientific style). This requires:

- Figure out that the field is not uniform.
- Find a way to detect the field (perhaps with electrical tools).
- Find something that blocks the field (pieces from Gertrude's mineral collection or a heavy metal box might do it).
- Build the containment vessel carefully to prevent the field leaking out (this might require a **hold it together** or **stay calm** move, perhaps with some help).

AFTERMATH

SURVIVOR TO HUNTER

Now that you know who survived and who died, you can use those characters to create the hunters for your *Monster of the Week* game. We assume that each player gets to the end with one survivor. However, that is far from guaranteed, so options are listed for players whose survivors were killed or lost.

The rules also presume some years pass between the scenario and when you start playing as hunters. That's time for survivors to toughen up, learn the nature of the occult world, and gain the skills to take on monsters regularly. You have freedom to create a hunter who might seem on the surface quite different to who your survivor was. You still know their background and how that led them to the hunter they became.

For instance, your survivor might have been an athlete, using physical abilities to get out alive. But you decide that in their time training, they became interested in the mystical arts, choosing the Spell-slinger playbook for them.

SURVIVORS AND THOSE THEY LEFT BEHIND

If just one survivor made it, your job is simple. Create the hunter that they became afterwards.

BOTH MADE IT

If *both* your survivors made it through to the end, you have a choice:

- Create both as your hunters, to play together or alternately (just like you'd taken the advanced improvement to create a second hunter).
- Gift one to another player whose survivors didn't get through, so they can use them to create their own hunter.
- Decide that one turned their back on the occult. Your hunter starts with that character as an ally.



NONE MADE IT

If *none* of your survivors made it, you can:

- Ask to take on an extra survivor someone else played, and use them to create your hunter.
- Create a new hunter from scratch, who joined the survivors' hunter team later on and has their own history.
- Take an extra survivor who nobody played, but somehow made it through, and use them to create your hunter.
- Use the dead survivors' fates to inspire a hunter backstory. For example, your hunter is a close relative or friend of a dead character.

CONSIDER YOUR SURVIVOR

Have a look at the state of your survivor right now. That's your starting point for what sort of monster hunter they will become. We're going to go through three aspects of them and use that to help you choose a hunter playbook: what ratings they ended up with, how they contributed during the scenario, and what they went through.

Look through the suggestions for each category. Use those as a shortlist of things to consider when you select your hunter playbook.

YOUR RATINGS

Start with your ratings—which is highest? Look at playbooks that have similarly high ratings:

- **Charm:** Crooked, Gumshoe, Mundane, Pararomantic, Snoop, Spooktacular
- **Cool:** Chosen, Professional
- **Sharp:** Crooked, Expert, Flake, Gumshoe, Searcher
- **Tough:** Chosen, Divine*, Wronged, Hard Case
- **Weird:** Chosen, Hex, Initiate, Monstrous*, Searcher, Spell-slinger, Spooktacular, Spooky, Curse-eater

Note: * marks those hunters that are not simply human. These playbooks are special cases—decide how your survivor transformed along the way.

WHAT DID YOU DO?

Next, consider what actions you used a lot during the adventure. Did you focus on action and fighting, observation and working things out, trying to cast spells or other Weird moves, or supporting other survivors? Consider that against the hunter playbooks as well.

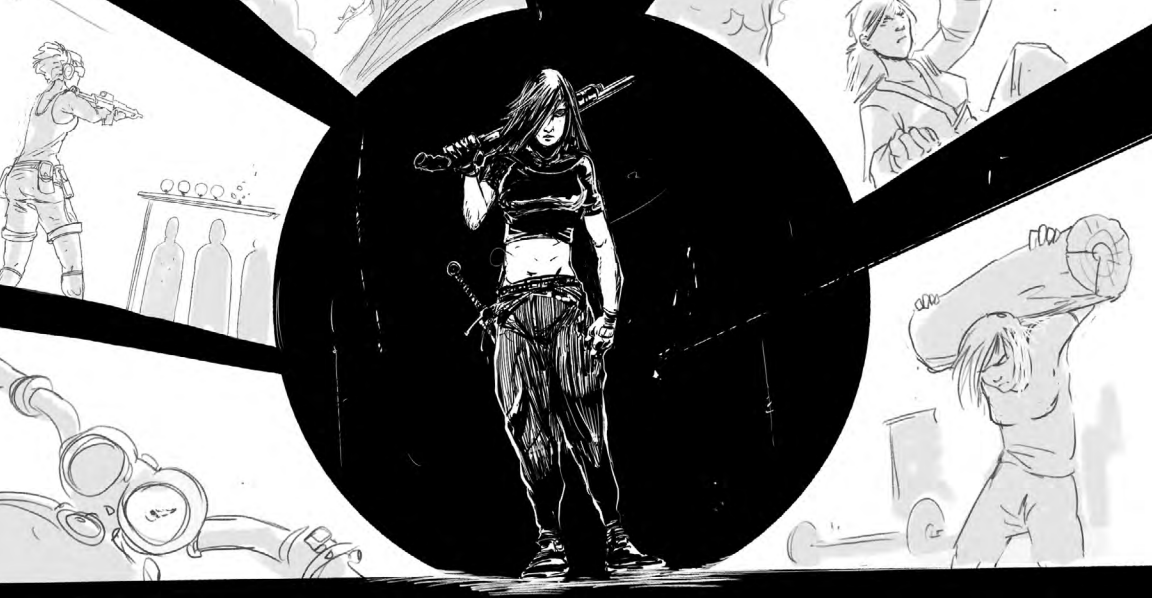
There are some patterns here: high Sharp and a mystery focus tend to go together, as do high Weird and an odd focus.

- **Action:** Chosen, Divine*, Expert, Monstrous*, Spell-slinger, Wronged
- **Mystery:** Crooked, Expert, Flake, Initiate, Mundane, Professional, Snoop, Spooky, Gumshoe, Pararomantic, Searcher
- **Odd:** Divine*, Monstrous*, Spell-slinger, Spooktacular, Spooky, Hex, Pararomantic, Searcher, Curse-eater
- **Teamwork:** Expert, Mundane, Professional

WHAT DID YOU SURVIVE?

Finally, consider what your survivor went through and how that factors in. Here are some examples of how certain events might bring certain playbooks to the front of the line.

- Did they lose some close friends or loved ones? Suggests: Wronged or Searcher.
- Did they die? Suggests: Monstrous (vampire, ghost, or similar), Chosen (resurrected or somehow survived), Summoned, or Divine.
- Were they very sociable or gregarious? Suggests: Crooked, Mundane, Snoop, Spooktacular, or Gumshoe.
- Did they play with dangerous magic? Suggests: Expert, Spell-slinger, Spooky, or Hex.
- Were they transformed or corrupted somehow? Suggests: Monstrous, Divine, or Curse Eater.
- Did they muddle through by sheer fortune? Suggests Chosen, Mundane, or Searcher.
- Would they decide to devote their life to figuring out the occult? Suggests: Flake, Initiate, Professional, Snoop, or Searcher.
- Did they seem to have someone watching over them? Suggests: Chosen, Divine, or Pararomantic.
- Did they find any mystical items? Suggests: Chosen, Crooked, Spooktacular, or Curse Eater.
- Did they spend their time helping other survivors get through? Suggests: Initiate, Mundane, or Professional.
- Were they tempted by evil? Suggests: Monstrous, Spooky, or Hex.



CREATE YOUR HUNTER

Once you have picked your hunter playbook, go through the Getting Started section.

When it comes to picking ratings, pick one of the playbook's rating lines or keep your survivor ratings. This represents a choice between carrying on as you were versus training to confront monsters. Note: only survivors who gained the maximum rating improvements have the same total ratings as a starting hunter. Most of the time, choosing the closest hunter rating line is the better choice.

For moves and gear, take the improved survivor moves and fighting and gear options as a suggestion for what to pick. For looks, use your survivor looks, hunter playbook looks, or your own custom looks as you wish. If your hunter changes their name or attitude, note that too.

Take the normal number of moves for your hunter playbook. You may also keep any of your survivor's gear and fighting options, including any extra gear you found in the course of the scenario.

When you get to introductions, stop as usual. Each player can then reintroduce their hunter to the group and tell everyone what's changed. You don't need to select history options for any of the other hunters who came through as survivors with you—that's your shared history right there. If anyone created a new hunter from scratch, that character must have joined the team later—use the normal history process for them to fill in your backstory.

Finally, mark your starting bonus experience. If your survivor gained but didn't spend any Luck, mark 2 experience per unused Luck. For each level up, mark 1 experience. This may grant immediate hunter level ups.

All hunters start with the usual 7 Luck.

CHOOSING A TEAM PLAYBOOK

Events during the scenario aren't likely to suggest one particular team playbook. It's more likely that the survivors—as they become monster hunters—will find certain options more fitting during their training.

The Last Survivors team playbook is a good option for any team that has come through an experience like this. Choosing it suggests that the scenario has come to dominate how the hunters look at the world, which may not be for every team.

If a more organised or professional team seems most appropriate, they could choose Agents in Black, IMPS, or Mercenaries.

If they seem destined for greater things, they might become a Chosen One & Entourage, Always on the Road, or Suburban Watch Group.

If they're just interested in the supernatural, they could become a Mystery Club.

Team playbooks with very specific origins are less likely to fit, as they require people who were not regular folks in the first place. These include team playbooks like Interdimensional Crisis Team, Whistleblowers, and Wild Hunt Fugitives.



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