

AGENTS IN BLACK:



“Move out, you’ve got a type 54 saucer landing. Probably Ursoid tourists. Get them off Earth before they decide the town is a buffet.”

This team playbook has the hunters working for the Bureau—a clandestine organisation dedicated to hiding the existence of monsters and the supernatural from the general public. It emphasises weird technology and phenomena over magic and monsters, as well as assuming the world is filled with conspiracies and secret agendas.

GETTING STARTED

- Pick your style (and associated improvement question).
- Figure out the nature of the Bureau.
- Pick a starting team enemy, ally, move, and assets.

THE BUREAU

The Bureau setup is determined by the group.

If you have a hunter who belongs to an organisation already—like a Professional or an Initiate—you may combine their setup with the Bureau setup. Figure out how the two perspectives work for your Bureau. If you don’t like that idea, you can also keep them separate (which will lead to its own drama—with split loyalties and rivalries).

Now determine the nature of the Bureau:

- Is the Bureau an open, covert, or secret organisation? An open Bureau exists openly but has a cover responsibility to distract from their real mission. A covert Bureau doesn’t explicitly hide themselves, but they try not to draw attention. A secret Bureau has no official records and operates completely in the shadows.

- Who is your team’s handler or commanding officer, and what are they like? Create your own or pick one of these:
 - Special Agent “Coop” is a genial, avuncular middle-aged man. He’s disorganised and often loses track of details, but he always has the team’s back.
 - Special Agent “Star” is a harsh boss. She doesn’t really seem to like you, and you never seem to measure up to her standards of “perfection plus.” She runs everything by the book (this can be good or bad for you).
 - Provisional Special Agent “Fireball” is young and excitable. They prefer you deal with problems in a scorched earth style, without regard for consequences. That is also their management style.

- Who do you think is really running the Bureau? The government? A secret global government? Some other government? A billionaire? A secret conspiracy dating back to Uruk’s priesthood? Something else?

IMPROVEMENT

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.

STYLE

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

- ☐ **Hush:** At the end of each session, ask: “Did we suppress knowledge of monsters and the supernatural?”
- ☐ **The Greater Good:** At the end of each session, ask: “Did we protect civilian lives?”
- ☐ **By Any Means Necessary:** At the end of each session, ask: “Did we stop the problem, regardless of the cost?”
- ☐ **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.

ENEMIES

Choose your team's chief nemesis:

- ☐ General Grox, alien warlord.
 - ☐ The werewolf conspiracy.
 - ☐ The Order of the Silvery Stars, who worship some very bad alien god-things.
 - ☐ The Old Gods, who want to return and rule the world again.
 - ☐ A rival Bureau with dubious methods and goals.
 - ☐ Something else:
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TEAM ALLIES

Choose your team allies from this list:

- ☐ Doctor "Blue," a physician. They can help you recover from harm.
 - ☐ Professor "Blood," a forensic scientist. They are who you go to when you need evidence analysed.
 - ☐ Agent "Will," a field investigator. They're a veteran of the Bureau, and can help you navigate problems with colleagues.
 - ☐ Aquila Squad, an ally team. They are unofficially known as "the Extreme Problems" squad. They can handle anything unfazed, but their solutions can be a little... messy.
 - ☐ SkullFangz, an ally team. This is a group of hackers you've made a sort of alliance with. They can help you get information through unorthodox channels, but they sometimes need you to do some odd or dubious favours in return.
 - ☐ Someone else:
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TEAM MOVES

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

- ☐ **Memory Eraser:** You have been issued handheld devices to erase memories from civilians. When you target a person and activate the device, say how many hours you want to erase (1–6) and roll +Weird. On a 10+, those memories are gone. On a 7–9, the memories are gone but the target knows something strange happened.
- ☐ **Authority Override:** If local officials are causing trouble, you can get them pulled off the case. This may—of course—make them *more* suspicious.
- ☐ **Containment Field Projector:** Place the projector and activate it, choosing a range from 1–20 meters. A spherical shield is created, allowing nothing in or out. Lasts until deactivated by remote or in an hour when the battery runs out. There's time to get out of the zone, but only just.
- ☐ **Anonymity:** Your identity isn't traceable via official databases or records. Enemies or bystanders can't find out anything about your history through any official channels. Additionally, any distinguishing features are removed from photos, videos, or voice recordings of you when they're processed by any regular computer or phone.
- ☐ **Not Right:** You all have a creepy, uncanny-valley-style aura or look that counts as a reason for **manipulating** a bystander with threats.
- ☐ **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 helicopter, aeroplane, truck, or bus with facilities and mystery investigation supplies on board.
- ☐ **Individual Transport:** Each mission, a regular car, motorbike, or bicycle is assigned to every team member.
- ☐ **R&D Access:** Your team is issued with a useful high technology experiment from R&D each mission. The Keeper decides what it is (always useful, usually with problematic side effects).
- ☐ ☐ **Headquarters:** A relatively secure space to use as a base in a Bureau regional facility. Everything you need to prepare for mysteries is here, and it's quite secure.
- ☐ ☐ **Sky Scanners:** You have access to a scanning network that will alert you to strange events coming from space. This includes weird phenomena as well as UFOs.
- ☐ **Workshop:** A big space for craft and repair projects, with plenty of tools and materials.
- ☐ **Disguise Kits:** Contains costumes, makeup, and other supplies for a quick change of appearance.
- ☐ **Housing:** Each member of the team is assigned a one-bedroom apartment in a generic housing project. All the apartments are exactly the same, down to scuff marks on the door.
- ☐ **Rapid Response Pods:** When any member of the team needs to get to a mission site quickly, a rapid response pod appears next to them. Enter the pod, and a short, uncomfortable trip will place you where you need to be. What do the pods look like? How do they appear?
- ☐ **Custom:**

ALWAYS ON THE ROAD:



"Another town, another monster."

You're a travelling hunter team. Every week is a new town with a new problem.

GETTING STARTED

- Pick your style (and associated improvement question).
- Pick a starting team enemy, ally, move, and assets.
- Put on some music and hit the road.

NOTES

IMPROVEMENT

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.

STYLE

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

- ☐ **Family:** You're all family, or as good as. At the end of each session, ask: "Did we talk about—or pointedly not talk about—something that was troubling a team member?"
- ☐ **Vocation:** Someone has to do it, and you happened to be able. At the end of each session, ask: "Did we save the people we went there to protect?"
- ☐ **Excitement:** Monster hunting sure is a new thrill every time. At the end of each session, ask: "Did we take extremely dangerous risks?"
- ☐ **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.

ENEMIES

Choose your team's chief nemesis:

- ☐ Halphas, a demon who has it in for you.
 - ☐ All the vampires.
 - ☐ Dr. Crepuscule, who steals unnatural power from captured monsters.
 - ☐ The King in Yellow, a god/force of corruption, decadence, and disease.
 - ☐ A cabal of ghosts trying to secure the secret of returning to life.
 - ☐ Something else:
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TEAM ALLIES

Choose your team allies from this list:

- ☐ Detective Barnes, a police detective who you saved from a monster way back when. They'll help you out with some information now and then, and possibly more when you're on their turf.
 - ☐ Bingo, an always-online researcher into strangeness. They can put you in touch with people who need help, coordinate communication, and help you with research.
 - ☐ Sapphire, who has the ability to manipulate time in certain ways. You suspect she may be very long-lived or even immortal. She is not always easy to contact, and can appear unexpectedly.
 - ☐ Another group of travelling hunters, an ally team. They can back you up monster hunting—you've helped each other out several times, when things got tricky.
 - ☐ Universal Cleanup Services, an ally team. A franchise that specialises in cleaning up messes like crime scenes and monster attacks.
 - ☐ Someone else:
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TEAM MOVES

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

- ☐ **Home Away from Home:** Whenever you arrive in a new town, you immediately find a motel and a cafe that are friendly and welcoming. One or the other will turn out to have a connection to the mystery that brought you here, even if just by having a bystander come by.
- ☐ **Geniality:** When you meet a new person in a town you haven't visited before, roll +Charm. On a 10+, they are well-disposed towards you. On a 7–9, they're still well-disposed but the Keeper chooses one: they are marked for trouble, or they conceal something from the hunters. Additionally, when you return to a town you have already visited, you always run into the people you befriended previously.
- ☐ **Handy:** You're all good at fixing stuff. Anything broken or messed up in the course of a mystery is repaired and ready to go before the next one. Gear or assets that would be described as "totally destroyed" still need to be replaced.
- ☐ **No-stick:** You've had yourselves removed from official and law enforcement databases. You don't have to worry about "misunderstandings" from previous towns getting in the way of your hunts (unless someone got annoyed enough to make it a personal vendetta).
- ☐ **Monster Journals:** When a mystery reminds you of something you encountered before, consult your notes and tell the Keeper what you think is the same. The Keeper will say if you got it right.
If you're correct, take +1 forward to **investigate a mystery**. If you're wrong but had a good idea, take +1 forward to **read a bad situation**. If you're totally off base, the Keeper holds 1 to put you in a tight spot.
- ☐ **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 boxes in addition to *Individual Transport*:

- ☒ **Individual Transport:** A regular car, motorbike, or bicycle for every team member.
- ☐ **Mobile base:** A truck or bus with bunks and mystery investigation supplies on board.
- ☐ **Credentials:** Real, or as-good-as-real, identification that gets you access to law enforcement and other official contacts.
- ☐ **Lair:** 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.
- ☐ **Hunter Roadhouses:** A network of bars, diners, and motels where you can safely meet other monster hunters. Many are run by retired hunters.
- ☐ **Tool Kit:** One or two of your vehicles carry tool kits. You have most tools you'll need to repair or build something.
- ☐ **Mystical Ingredients Cabinet:** A box with a wide range of frequently useful supplies for magic rituals.
- ☐ **Slush Fund:** The team has access to a bank account that can pay for their day-to-day needs while monster hunting, and stretches to a big purchase every now and then. Where did it come from?
- ☐ **Armoury:** One of your cars has a well-stocked weapons chest. Each mystery, every hunter may take one extra regular weapon. Also, once per mystery, one hunter may ask the Keeper if the armoury has a particular special weapon: if yes, you can take it; if no, take +1 forward.
- ☐ **Field Medics:** You have enough supplies and training to treat one hunter per night as if they'd had a proper doctor or trip to the emergency room.
- ☐ **Custom:**

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:

NOTES

IMPROVEMENT

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.
- Make another copy of you appear in the next mystery, in a role discussed with the Keeper.

STYLE

Pick one of these styles (and the associated improvement 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.

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:
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TEAM ALLIES

Choose your team allies from this list:

- ☐ 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:
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TEAM MOVES

Choose your team moves from this list. You start with one. 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.
- ☐ **Custom:**

ARTIFACT COLLECTORS:



"You see a trophy to put in a place of pride as proof of how rich you are. I see a timebomb counting down."

There's a lot of weird stuff out in the world, often dangerous stuff. You have the duty of collecting these items and putting them back where they should be.

GETTING STARTED

- Pick your style (and associated advancement question).
- Pick a starting team enemy, ally, move, and assets.
- Track the provenance and plan the next retrieval.

NOTES

IMPROVEMENT

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.

STYLE

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

- ☐ **Vault of Curses:** You've been collecting malevolent artifacts. At the end of each session, ask: "Did we fight the temptation to use dangerous powers?"
- ☐ **Arcane Study:** You recover artifacts because not enough is known about them. At the end of each session, ask: "Did we take risks to study something weird?"
- ☐ **Unworthy Hands:** A lot of artifacts are owned by people who shouldn't have them. It's your job to take them out of the hands of the selfish. At the end of each session, ask: "Did we correct a wrongdoing?"
- ☐ **Safe Storage:** Powerful items should be locked away in your vaults, whatever the current owners think. At the end of each session, ask: "Did we lock away something that is too dangerous for the world?"
- ☐ **My Precious:** You (or your boss) have a collection of mystical artifacts and want more. At the end of each session, ask: "Did we plan and pull off a mystical heist?"
- ☐ **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.

ENEMIES

Choose your team's chief nemesis:

- ☐ A famous museum, always acquiring new artifacts and never asking questions.
 - ☐ Turner Jamison, a power-hungry, rich, and eccentric collector.
 - ☐ Jyika, a covetous naga trapped by their own obsession.
 - ☐ Zeus, who regards these items as the domain of the Olympians.
 - ☐ A gang of criminals, who care only about profit and sell powered items to the highest bidder.
 - ☐ Something else:
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TEAM ALLIES

Choose your team allies from this list:

- ☐ Felis Quinn, a lively young seer with exceptional precognitive abilities. They sometimes strike you as naïve or innocent, but always have the best of intentions.
 - ☐ Marie Allison, a professional costume designer and model. Can craft you excellent clothing and disguises, or get invitations to classy events.
 - ☐ Farrok Andant, a historian with a Shakespearean tendency for over-dramatising. He knows his stuff, but often waxes poetic about wanting to be a cowboy or pirate.
 - ☐ Nalani, a warlock with an unfortunate tendency to open crates before checking for guardians or traps. Probably not human?
 - ☐ Zof Enarra, a rival artifact hunter. You tend to disagree on methods, but sometimes work together to keep things out of the wrong hands.
 - ☐ Robot Pants Studios, a streaming channel that investigates sites of ancient myth. They're usually good for providing a distraction.
 - ☐ Someone else:
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TEAM MOVES

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

- ☐ **Check the Manifest:** You have a list of known artifacts, and the stories and rumours associated with them. When you *look up a mystical effect*, ask “What can do this?” and roll +Sharp. On a 10+, you know exactly which artifact you're looking for. On a 7–9, you narrow it down to three likely candidates. On a miss, this is something new—you have no idea what to prepare for.
- ☐ **I Smell Fudge:** There's an extensive list of sensory experiences tied to different sorts of powers. When a team member **reads a bad situation**, the Keeper will tell them if a phenomenon is at work here, before they spend any hold.
- ☐ **Where in the World?:** When a team member *deliberately leaves clues or rumours to lead someone to a particular place*, roll +Cool. On a 10+, your targets appear when and where you planned. On a 7–9, they're suspicious and come prepared. On a miss, you tipped your hand. They might set a surprise for you.
- ☐ **Quicktime:** When team members successfully **help out** or **protect someone** facing booby traps or phenomena-related hazards, they turn the trap in their favour. Choose one: deal the hazard's harm to something, or change the environment in a way that helps the hunters.
- ☐ **You're Not Worthy:** When a team member *calls out a selfish or oblivious owner of an artifact*, the team takes +1 ongoing to foil their plans.
- ☐ **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 large vehicle that can carry most of your gear and some of their facilities. Perhaps an RV, 18-wheeler, or a yacht.
- ☐ **Smuggler Connections:** Smuggler contacts who can get things across borders undisturbed. They can tell you about other illicit transportations they've heard about, too.
- ☐ ☐ **Approved Artifacts:** Access to supernatural devices and artifacts that have been found safe for use. Create two pieces of gear with moderate powers, or one with a major power, with the Keeper's agreement.
- ☐ **Transportation:** Each team member has transportation of their own—a car, motorcycle, or bicycle.
- ☐ **Halls of Academia:** Strong connections to scholars, who can provide information on myths or last sightings of long-lost treasures.
- ☐ ☐ **Vault:** For artifacts you can't trust in anybody's hands and don't know how to destroy, you have a secure vault that keeps them secure and neutralises their powers within.
- ☐ **Headquarters:** A headquarters where you can store all your gear and have places to live if need be.
- ☐ **Front Business:** A humble business the team operates, diverting most casual inspection.
- ☐ **Official Connections:** Back-door connections with public authorities. As long as you don't get too loud, you can get some help from that direction.
- ☐ **Custom:**

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: _____

NOTES

IMPROVEMENT

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.
- Make the next mystery about your lost power, giving you a chance to regain or replace it, perhaps at an awful cost.

STYLE

Pick one of these styles (and the associated improvement 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.

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:
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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. You start with one. 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.
- ☐ **Custom:**

THE CHOSEN ONE AND ENTOURAGE:



"I'm pretty amazing, but together we can do anything!"

This team centres on a Chosen One and their friends who help with monster hunting. There's also room for a mentor.

As a slightly different take on the team playbook, you can leave out the Chosen playbook for now, and include a hunter who is also chosen for greatness but doesn't have that as their main thing right now: the Summoned, Wronged, Spooky, and Pararomantic are good choices. That hunter may change playbooks to the Chosen later (when they uncover their destiny). Or perhaps it will turn out somebody else gets tapped to save the world?

GETTING STARTED

- Pick your style (and associated improvement question).
- Pick a starting team enemy, ally, move, and assets.
- Await the next weird prophecy.

NOTES

IMPROVEMENT

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.

STYLE

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

- ☐ **First among Equals:** Sure, one of us is chosen by destiny, but we all play our part. At the end of each session, ask: "Did we all contribute in our own way to solve the mystery?"
- ☐ **Sworn Guardians:** The rest of us made a solemn oath to help the Chosen One. At the end of each session, ask: "Did we save the Chosen One from serious harm?"
- ☐ **Fate's Rebels:** Screw destiny! At the end of each session, ask: "Did we fight against fate and prophecies, no matter the cost?"
- ☐ **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.

ENEMIES

Choose your team's chief nemesis:

- ☐ Alpha, an immortal werewolf.
 - ☐ All the vampires.
 - ☐ Seth Vail, a billionaire who wants to harness the power of monsters, starting with immortality for himself.
 - ☐ The Father of Monsters, the cosmic entity who is the source of evil in the world.
 - ☐ The Grey Priests, a conspiracy to bring about the end of the world and birth of a new one.
 - ☐ Something else:
-

TEAM ALLIES

Choose your team allies from this list:

- ☐ Carlito, a nurse. They can patch up injured hunters.
- ☐ Charity, an occultist. She can tell you about and sometimes find weird old items.
- ☐ Raven, a mystic. Has some ideas about the Chosen One's destiny.
- ☐ The Junior Entourage, an ally team. These are friends who aren't in the core team. Good at getting around for area canvassing or distraction.
- ☐ Destiny's Servants, an ally team. A secretive group sent to help you out. They're good at fighting and acting suspicious.
- ☐ Someone else:

TEAM MOVES

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

- ☐ **Ancient Visions:** An ancient ritual, to be conducted regularly, gives the whole team access to some of the visions sent to the Chosen One. Once per mystery, each hunter may ask the Keeper a question about anything they want. The Keeper answers with a vision or dream: obscure and vague, but true.
- ☐ **Armoury of the Chosen:** You gain a cache of special weapons used by previous Chosen Ones. The Keeper should design a lesser version of the Chosen One's special weapon, which all other members of the team may use. When this is unlocked, the Chosen One may change or add a tag on their special weapon.
- ☐ **Handing on the Torch:** When you select this, designate another character as the next Chosen One. When the current Chosen One dies, that character may change to the Chosen playbook whenever they are ready. The new Chosen One designates the next heir when they find a worthy successor.
- ☐ **Friends Stick Together:** Once per mystery, a hunter may call the rest of the team to their current location. Everyone arrives as soon as they potentially can (based on their last known position and when we saw them there). That can be "right this instant," if at all possible.
- ☐ **Wyrd's Favour:** When you choose this team move, all hunters erase 1 spent Luck point. If you haven't spent any Luck yet, add a new Luck box instead.
- ☐ **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.
- ☐ **The Prophecies:** A guidebook of all the visions about the Chosen One, to help you navigate your destiny (they're pretty hard to decipher).
- ☐ ☐ **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.
- ☐ **Innocent Front:** You have access to a regular business or institution. This means that your monster hunting hijinks can be concealed to an extent from your friends, family, and colleagues. For example: a cafe, a library, an antique store, etc.
- ☐ **Regular Jobs:** You have access to a place of employment for any of the hunters who need it. You earn enough to cover regular day-to-day expenses, and there's time to fit in monster hunting around your hours.
- ☐ **Cameras and Recording Gear:** You have a big collection of cameras and other recording devices that you can use during your investigations.
- ☐ **Custom:**

COVEN:



"We have sworn on the River Styx that such evil will not thrive."

The team is a group of supernatural hunters that have come together with the goal of protecting people from danger.

The coven's Nature provides some potentially shared powers. A pack of harpies can all take **flight**, a group of witches can all start with rotes. Hunters can also take different powers if they have varied backgrounds.

GETTING STARTED

- Pick your style (and associated advancement question).
- Pick a coven nature, recruitment method, and mark of kinship.
- Pick a starting team enemy, ally, move, and assets.
- Take to the shadows and show them what a real bump in the night is.

COVEN NATURE

What sort of coven are you?

- | | |
|--|-----------------------------------|
| <input type="checkbox"/> Witches | <input type="checkbox"/> Jinn |
| <input type="checkbox"/> Vampires | <input type="checkbox"/> Yōkai |
| <input type="checkbox"/> Werewolves | <input type="checkbox"/> Eclectic |
| <input type="checkbox"/> Something else: | |

RECRUITMENT METHOD

How did you come to be part of the coven?

- | | |
|--|--|
| <input type="checkbox"/> Birth | <input type="checkbox"/> Transformation |
| <input type="checkbox"/> Initiation | <input type="checkbox"/> Died and reborn |
| <input type="checkbox"/> Prophecy | |
| <input type="checkbox"/> Something else: | |

MARK OF KINSHIP

Pick whatever hunter playbook you want and then add this on top. Each member chooses one of the following to represent their nature:

- A curse and either a Monstrous move or a natural attack (with 1 base and 1 extra) from the Monstrous playbook.
- Two rotes and a Temptation from the Hex playbook.
- A Spooky move and two Dark Secret tags from the Spooky playbook.
- A Changeling move and two Unknown Heritage tags from the Changeling playbook.

NOTES

IMPROVEMENT

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.

STYLE

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

- ☐ **Villains to Heroes:** You've turned from evil to start a new life. At the end of each session, ask: "Did we atone for a past wrongdoing we caused?"
- ☐ **Superheroes with Fangs:** You made an oath to use your powers only for good. Detail what the oath requires. At the end of each session, ask: "Did we hold true to our oath?"
- ☐ **Forgotten History:** You discovered that your coven was originally created to protect, but something went wrong along the way. At the end of each session, ask: "Did we dig into our forgotten past?"
- ☐ **Ulterior Motives:** Protecting people benefits you, but there's always something more. What do you gain by stopping other monsters? At the end of each session, ask: "Did we profit from ending this threat?"
- ☐ **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.

ENEMIES

Choose your team's chief nemesis:

- ☐ The Grand Stark, a vicious and vindictive dragon who remembers a distant betrayal.
 - ☐ Your own people, who consider you traitors.
 - ☐ Erevad, an eldritch being, who influences reckless occultists.
 - ☐ Puja, a clever rākṣasi who devours the flesh of the innocent.
 - ☐ Dohyun Sikalli, a subtle, patriarchal wizard who maintains their power by preying on people like you.
 - ☐ Something else:
-

TEAM ALLIES

Choose your team allies from this list:

- ☐ Sara Waite, an alluring and eldritch woman with deep ritual knowledge. She wants to see good folk of all sorts survive.
 - ☐ Vivacious Walidah, a shapeshifting goblin who works as an online model. Provides a dash of chaos to any undertaking.
 - ☐ Hugh Audu, a taciturn, sometimes reckless, tattoo mage.
 - ☐ Bette and Dayjen, a friendly pair who claim to be vampires. They can provide a safe haven and know a lot of old stories.
 - ☐ Mykeshanl, an online friend with resources that suggest a dragon's hoard.
 - ☐ John Clayton, a strange man with eyes made of fire and ghostly friends. He can be a bit scatterbrained, but will do what he can to protect his friends.
 - ☐ Circle of mortal friends: Some normal people around you who provide cover and support. You're their go-to resource for any supernatural issues.
 - ☐ Someone else:
-

TEAM MOVES

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

- ☐ **Bound in Blood:** The team has bound their fates together through arcane rituals. Members of the team can choose to suffer 1-harm in order to **help out** another member across all distances and obstacles.
- ☐ **How Awful Goodness Is:** When a team member *displays overwhelming violence or supernatural might*, they can **manipulate someone** to intimidate a monster, minion, or villain. You may roll +Tough (for violence) or +Weird (for magic) instead of +Charm.
- ☐ **Our Strength Is the Pack:** Each successful attack creates an opening for someone else. When a team member rolls a 7+ on any move in a fight or crisis, the team gains +1 forward (applies to the next move made by any team member).
- ☐ **Laws of Hospitality:** You can call a mystically enforced parlay with enemies that understand the concept. Should they break the truce, you gain +1 ongoing when opposing them, but if you break the truce, you take -1 ongoing. This lasts for the rest of the mystery.
- ☐ **Bell, Book, and Candle:** Each member of the Coven counts as three people for the purposes of **use magic** or **big magic** requirements.
- ☐ **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:

- ☐ **Headquarters:** A secure location to hold your gear and ritual spaces. There's also places to rest in a pinch.
- ☐ **Sanctuaries:** Each team member has access to a private space that is theirs alone. This can be part of a headquarters or separate locations.
- ☐ **Scrying Device:** Access to a powerful divination artifact, such as a sacred pool granting visions or a magic mirror.
- ☐ **Wards and Barriers:** Sanctuaries and Headquarters are permanently protected with supernatural alarms and barriers, and members get +1 ongoing when placing similar protections elsewhere.
- ☐ **Archive:** A large collection of tales of supernatural problems from the past. After consulting the library, take +1 forward to **investigate a mystery**.
- ☐ **Armoury:** A small collection of mundane arms and armour, modern and ancient.
- ☐ **Leyline Map:** An enchanted map showing the arrangement of magical forces in your region.
- ☐ **Ritual Cupboard:** Storage for ingredients frequently used in spells. Each team member, once per mystery, may find one spell ingredient here.
- ☐ **Custom:**

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: _____

IMPROVEMENT

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.

STYLE

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.

ENEMIES

Choose your team's chief nemesis:

- ☐ 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 your team allies from this list:

- ☐ 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. You start with one. 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.
- ☐ **Custom:**

ESCAPED EXPERIMENTS:



"This might be a wonderful chance to see how these modifications function in the field."

Until recently, you were part of the Project, either staff or subject. Something went wrong, so you had to run away. Now you're out in the world, using your powers and skills to help others suffering in the same way. But the Project hasn't forgotten about you.

This team focuses on hunters with limited contacts. If there's a Professional or Initiate, paint their groups as less powerful than the Project. Choose your red tape and bad traditions to fit that dynamic, like "poor."

This team doesn't have a standard team enemy section. Their focus is, instead, on the group that is hunting them.

GETTING STARTED

- Pick your style (and associated advancement question).
- Create the Project.
- Determine your role as a Scrub or Gown.
- Pick a starting team ally, move, and assets.
- Go to ground, and prepare to strike back.

THE PROJECT

Create the Project's details. Choose options from the following lists:

Modification techniques

(pick one or more):

- ☐ Genetic modification
- ☐ Organic grafting and symbiosis
- ☐ Cybernetics and robotics
- ☐ Psionic aptitude
- ☐ Chemical enhancement
- ☐ Uplifted animals
- ☐ Something else:

Goals (pick two):

- ☐ Protect common people
- ☐ Shape society to their image
- ☐ Burn everything down
- ☐ Cruel curiosity
- ☐ Elevate humanity
- ☐ Serve the nation
- ☐ Expand our understanding of reality
- ☐ Maintain the status quo
- ☐ Something else:

Resources and policies (pick three):

- ☐ Invasive intel
- ☐ Rigorous training
- ☐ Emotional blackmail
- ☐ Substantial manpower
- ☐ Advanced laboratories
- ☐ Fleet of vehicles
- ☐ Good PR
- ☐ Leveraging law enforcement
- ☐ No witnesses
- ☐ Something else:

Weaknesses (pick one):

- ☐ Sympathisers in the ranks
- ☐ Bureaucratic
- ☐ Hostile superiors
- ☐ Paranoia and secrecy
- ☐ Bad public image
- ☐ Harsh discipline
- ☐ Delusions of family
- ☐ Fragile brainwashing
- ☐ Something else:

Suspensions (pick three, after which the Keeper determines two that are true):

- ☐ Sleeper agents
- ☐ Extradimensional contacts
- ☐ Paving the way for conquest
- ☐ Alien obligations
- ☐ Extensive bribes
- ☐ Time travel tech
- ☐ Seeking immortality
- ☐ Alien technology
- ☐ Something else:

How did you escape? Pick one:

- ☐ One of us was trusted and took advantage of that to open an opportunity.
- ☐ An accident in a Project facility gave us a chance to escape.
- ☐ They underestimated how strong we are.
- ☐ We escaped during a field test.
- ☐ The Project was attacked and we escaped in the chaos.
- ☐ We were going to be purged and took the risk to escape.
- ☐ Something else:

IMPROVEMENT

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.

STYLE

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

- ☐ **Hostile Acquisition:** The lab you were part of originally was run ethically and with consideration, until new management took over. At the end of each session, ask: "Did we call out treachery or loyalty?"
- ☐ **Scales from the Eyes:** You were volunteers and true believers, but something opened your eyes. At the end of each session, ask: "Did we unveil a harmful deception?"
- ☐ **Never Asked For This:** You had no choice, it was participate or die. At the end of each session, ask: "Did we fight back against oppression?"
- ☐ **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.

SCRUBS AND GOWNS

Choose whatever playbook you want and then add this on top of it.

Each team member chooses to have been a Scrub (staff) or Gown (subject) in the Project. Pick one of the options under that role.

SCRUBS

- **Abnormal Medicine:** You're an expert at unusual medical procedures. You may do first aid without equipment, or heal +1 harm if you have gear. You're familiar with unusual anatomies; when you **help out** another hunter with a basic Weird move, you give them +2 forward.
- **Elite:** You gain +1 to any rating, max +3.
- **Specialist:** Name an area of specialisation, such as stealth, security systems, or pursuit (with the Keeper's agreement). When you use a basic move within this specialty, it is considered advanced.
- **Good Under Pressure:** Once per session, you may upgrade a roll by a success level. A miss becomes a 7–9, a 7–9 becomes a 10+, and, if the move is advanced, a 10+ becomes a 12+.

GOWNS

- **Versatile:** You developed a range of abilities. Take a second Weird basic move.
- **Extreme Power:** Your power level is higher than other subjects. Your basic Weird move is advanced.
- **Healing Factor:** Every 30 minutes, you may clear unstable or heal 1-harm. When the team has a chance to recover, you heal +1 harm.
- **Evolution:** Something happened that caused you to develop a specific ability. Take a supernatural move from another playbook.
- **Energy Blast:** You have an intrinsic Weird attack: 2-harm close magic energy. Decide how it works and looks.
- **Mind Over Matter:** Any time you roll a move, you may take 2-harm (which can't be reduced by any means) to improve the result as if you rolled a 10.

TEAM ALLIES

Choose your team allies from this list:

- ☐ Maya Kaseem, a former agent of the Project. They think she's dead. She found you and provides insider knowledge.
- ☐ Britt Ravyn, owner and operator of a blog called "The Observer." You suspect they're on the run too.
- ☐ Oracle Chantesuta, a chemical engineer at a university. A gentle soul, equal parts kind and righteously outraged.
- ☐ Little Sister, an AI that escaped with you. Speaks in emojis. She is especially good at interrupting or subverting surveillance. Yes, Little Sister "pwns" Big Brother.
- ☐ Raisa Neri, a young doctor who helps the team out with healthcare and biological theories.
- ☐ Jay "Wage" Donohue, a veteran retail worker with a spooky knack to have exactly what you need.
- ☐ Someone else:

TEAM MOVES

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

- ☐ **Ethical Concerns:** When a team member **reads a bad situation** or **investigates a mystery**, they can ask "Who has a guilty conscience?" or "Who has something they want to say?" in addition to their normal questions.
- ☐ **Camera Shy:** You're skilled at avoiding cameras. Get +1 forward when *looking for hidden cameras or someone surreptitiously filming you*. At the start of each mystery, the team gets 3 hold. Spend this hold to avoid being caught on any camera.
- ☐ **Strike Back:** When the team *acts together to defy the Project or another oppressor*, they take +1 ongoing for the first clash.
- ☐ **Shared Pain:** When a team member **manipulates someone** who's been through trauma, when they share their own feelings, it serves as a reason to go along with the request.
- ☐ **Cross-Training:** Each team member takes a new option from either Gowns or Scrubs.
- ☐ **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.
- ☐ **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:

- ☐ **Caches:** You have created several hidden locations that contain useful resources. Once per mystery, each team member may acquire one piece of equipment or resource.
- ☐ **Bolt-Hole:** You have bolt-holes set up around the place. They will keep you hidden but aren't comfortable.
- ☐ **Headquarters:** You have established a headquarters that serves as a good fallback point. It is stationary, hidden, and large enough to hold your gear and other assets.
- ☐ **Under the Table:** The team has found a number of ways to fund their ongoing existence. You have plenty of money, but hunters may have to work a few hours now and then to keep it coming in.
- ☐ **Improvised Clinic:** The team has access to a paramedic truck or ambulance complete with advanced first aid equipment. It is resupplied between each mystery.
- ☐ **Armoury:** A collection of weapons and gear that can be drawn upon in a pinch.
- ☐ **Transportation:** Each team member has or can find reliable transportation at the start of each mystery. A car, van, motorcycle, or bicycle.
- ☐ **Mobile Base:** A large vehicle that allows you to carry your gear and stashes from place to place. In a pinch, it can serve as a living space.
- ☐ **Custom:**

GOOD MONSTERS:



"Not every monster is evil. Some of us just want to help keep humanity safe."

This team is made up of supernatural creatures who are working on the side of good.

If you're using this team playbook, the Monstrous is not allowed as a hunter playbook. You'll all be some variety of Monstrous.

GETTING STARTED

- Pick your style (and associated advancement question).
- Each hunter picks their Monster Side.
- Pick a starting team enemy, ally, move, and assets.

MONSTER SIDES

Each hunter picks a playbook as usual (except the Monstrous). Then you each choose options for your monster breed as if you were a Monstrous (*Monster of the Week* hardcover, page 61). You must choose a curse and natural attack, but moves are at your discretion. In addition, all hunters may count the usual Monstrous playbook moves as additional playbook moves on top of those in your main playbook. When selecting history, use either your main playbook or Monstrous history options.

For improvements, use your main playbook's improvement options. Add the following regular improvements:

- ☐ Get +1 Weird, max +3
- ☐ Pick another natural attack

And the following advanced improvements:

- ☐ Free yourself from the curse of your species. Your curse no longer applies, but lose 1 Weird.
- ☐ You turn evil (again). Retire this character; they become one of the Keeper's threats.

All the hunters on this team are monsters, and so they're all effectively a Monstrous overlaid on their main playbook.

If someone wants to play one of the other explicitly supernatural playbooks (such as the Divine, Summoned, or Changeling), figure out if that is enough "monster side" in itself.

Some players might wish to play "the normal human" in the team, perhaps not really aware what they are getting themselves into. If they do, they ignore the Monster Side steps for hunter creation. Instead, they get 1 extra Luck box. If they ever become a monster or change to an overtly supernatural playbook, they immediately lose 1 unused Luck box.

NOTES

IMPROVEMENT

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.

STYLE

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

- ☐ **Walk the Line:** You all have to fight against what your instincts want to unleash to be good. At the end of each session, ask: "Did we struggle with temptations from the evil side of our natures?"
- ☐ **Outcasts:** Humans don't trust or like you, even as you fight for them. At the end of each session, ask: "Did we help people who were suspicious of, or feared, our natures?"
- ☐ **Being Human:** You just want to have a regular life. At the end of each session, ask: "Did dealing with the supernatural complicate our normal relationships with family, friends, or each other?"
- ☐ **On the Inside:** You are working for good while trying to stay part of the supernatural or monster world. At the end of each session ask: "Did we hide our involvement in foiling the plans of monsters we pretend to be allied with?"
- ☐ **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.

ENEMIES

Choose your team's chief nemesis:

- ☐ Titus, an ancient vampire who you all once worked for. Did you betray Titus or did he betray you?
 - ☐ All the Eaters. Eaters are possessor spirits from another dimension. If they get into your soul, you become a mindless devourer.
 - ☐ Huwawa, a possibly immortal human (?) who created or unleashed your monster sides through dangerous experimentation.
 - ☐ The Facility, a supposedly scientific institution that captures and tortures monsters. Its staff are obsessive in hunting down the supernatural.
 - ☐ A team of monster hunters who always seem to be one step away from discovering your natures. Note for the Keeper: it's up to you if these hunters are on the side of good or evil—they could be decent folk, fanatical monster slayers, or anything in between.
 - ☐ Something else:
-

TEAM ALLIES

Choose your team allies from this list:

- ☐ Dr Jeong, monster counsellor. Helps you with the difficulties of being a monster in a human world.
 - ☐ Ash-risen, a mystical merchant. Great at getting credentials that are just as good as the real thing, until the glamour wears off.
 - ☐ Cat Bhamra, a journalist. Provides you with tips, and might help smooth over your involvement in strange events.
 - ☐ Just Like You, an ally team. This is an online support forum for monsters. They often come across rumours, plus you can discuss issues with them that others won't understand.
 - ☐ The Go-Getters, an ally team. A team of monster hunters you're on good terms with. Do they know your secret?
 - ☐ Someone else:
-

TEAM MOVES

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

- ☐ **Normal Human Activity:** When you *try to pass off something supernatural as nothing to pay attention to*, roll +Cool. On a 10+, nobody pays any attention. On a 7–9, either you are flustered or someone notices something is off. On a miss, you're going to draw a lot of attention and make everything worse.
- ☐ **Mark of Evil:** You all possess a mark of supernatural authority (perhaps a tattoo, amulet, or aura engram). Supernatural creatures will tend to do what you ask, unless they specifically know you have been exiled. Those who are aware of your exile might still give you a moment to explain yourself.
- ☐ **Rite of Empowerment:** You have enacted a magical ritual to boost the team's power. All team members gain +1 Weird. Hunters who already have +3 Weird gain +1 to a rating of their choice instead (max +3).
- ☐ **Too Many Monsters!:** If more than one of you *demonstrates your monstrous nature in the course of an action scene*, a hunter may menace any bystanders present—for their own good. They flee the area in fear, stopping once they are somewhere safe and quiet.
- ☐ **Mystic Radio:** You have an enchantment that allows you all to talk to each other at any time, as a shared telepathic link. It does not work when you are separated by a magical warding or when you are in another dimension or world.
- ☐ **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.
- ☐ **Normality Wardings:** Amulets for each of you that make you appear to be a normal human under casual inspection. They alter your appearance to look human, make you register as human to magic, and can fool scientific tests. However, they won't hold up against determined and specific attempts to detect your nature.
- ☐ ☐ **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.
- ☐ **Disguises:** Disguises and makeup kits.
- ☐ **Self-Management Setup:** Each team member may select an asset to help manage their curse, such as regular blood bank access for a vampire, a place to securely wait out the full moon for a werewolf, or a magical item to manifest solidly for a ghost. These primarily help you in normal life, rather than during a mystery.
- ☐ **Map of the Moonlight Pathways:** This map allows you to enter and travel via mystical routes, quickly moving outside the normal world. The pathways may only be entered or exited where the moon is visible.
- ☐ **Custom:**

GUARDIANS OF THE BORDERLAND:



"The world's edge is thin here, and we keep watch for what comes through."

This team playbook has the hunters as wardens of a liminal region: somewhere where the borders of the world are thin, where monsters and magic can slip through and cause trouble.

GETTING STARTED

- Pick your style (and associated improvement question).
- Pick a starting team enemy, ally, move, and assets.
- Check the boundaries for incursions.

STYLE

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

- ☐ **Ancient Oath:** You are the holders of an ancient obligation to guard the world's border. Decide what the oath requires of you. At the end of each session, ask: "Did we hold to our oath?"

The oath:

- ☐ **Wrong Place, Wrong Time:** You were there to stop the first incursion, and now feel obliged to prevent anything else coming through. At the end of each session, ask: "Did we protect the world from what lies beyond?"

- ☐ **Born & Raised:** You all grew up, or settled, here. Dimensional incursions are a part of life, even if a lot of people don't like to admit it. At the end of each session, ask: "Did we look after our normal relationships with friends and families?"

- ☐ **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

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.

NOTES

ENEMIES

Choose your team's chief nemesis:

- ☐ Lord Grash, warlord of a monster dimension.
 - ☐ All the demons.
 - ☐ The Anointed Hierophant, an occult sect leader who wants to break the walls between worlds.
 - ☐ Chaos, a cosmic entity of disorder.
 - ☐ TransWorldCorp, a business hoping to profit from other worlds via their rift machine, no matter the damage they do along the way.
 - ☐ Something else:
-

TEAM ALLIES

Choose your team allies from this list:

- ☐ Hawthorn, a hedge witch. They're able to cast a variety of small but useful spells.
 - ☐ Anya, a folklorist. They know a lot about the stories and history of the region.
 - ☐ The Feeling of Not Knowing a Particular Fact, a visitor from another world. An explorer of worlds, they have a store of facts or rumours about many different dimensions. Describe their home world and look.
 - ☐ Junior Guardians, an ally team. By tradition, younger members of your families and community are apprenticed to take over when you retire. They can help with any tasks that aren't too dangerous.
 - ☐ A flock of otherworldly creatures, an ally team. These non-Earthly animals can scout and warn you of danger, and also are quite cute. Describe their home world and look.
 - ☐ Someone else:
-

TEAM MOVES

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

- ☐ **Otherworldly Intuition:** When you encounter something from another world, you recognise that they don't belong here. When you encounter a place where another world is accessible, you are aware of it and may stop at the threshold.
- ☐ **Wardens:** Once per mystery while you're defending a portal, wall, or border, you may ignore all harm from a single source, or treat a roll as if you rolled a 12. This works just as if you spent a Luck, except it doesn't trigger your special move.
- ☐ **Outer Speech:** You have a knack for the languages of the multiverse. You can always understand, and make yourself understood, when you're talking to denizens from beyond. This is mainly the general sense of things—some details might get lost along the way.
- ☐ **Walkers between Worlds:** At a suitable liminal site, you know how to step between worlds. Describe how you open the way and roll +Weird. On a 10+, you're walking to the place you intended, but the way may be difficult. On a 7–9, choose one: you're on the right path in immediate danger, or you find yourself lost and in the wrong place. On a 6 or less, you're lost and in big trouble. If more than one of the hunters is using this move together, only make one roll: the hunter with the worst Weird score rolls (but they may accept help).
- ☐ **Outsider Knack:** Once per visit to another world, you may use a trick or ability from Earth to gain an advantage. The advantage allows you to roll one move using three dice, selecting the best two for your result.
- ☐ **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:

- ☐ ☐ **Primaeval Monument:** An ancient site marking where access between worlds is easiest.
- ☐ **Individual Transport:** A regular car, motorbike, or bicycle for every team member.
- ☐ **Portal:** A stable portal to either a particular world, or a between-worlds nexus. It is hidden, but any entity that finds either side may use it just like you can. Where is it hidden?
- ☐ ☐ **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.
- ☐ **Innocent Front:** You have access to a regular business or institution. This means that your monster hunting hijinks can be concealed to an extent from your friends, family, and colleagues. For example: a cafe, a library, an antique store, etc.
- ☐ **Regular Jobs:** You have access to a place of employment for any of the hunters who need it. You earn enough to cover regular day-to-day expenses, and there's time to fit in monster hunting around your hours.
- ☐ **Exploration Gear:** You're never sure what you may find in another world. Your group has a storeroom full of all kinds of exploring and outdoor gear and clothing to use.
- ☐ **Custom:**

HAUNTBUSTERS:



"Evil sometimes takes deep, deep roots. It takes all of us to root it out."

Haunts are stains left in places where many, many bad things have happened over a long time. Neutralising them takes dedication, courage, and usually a lot of research to understand how it all started. You specialise in this work, being able to bust any haunt. Your expertise also makes you great at working with other similar problems—tenacious ghosts, evil artefacts, and antediluvian monsters.

This new team playbook is concerned with neutralising haunts and other places of malevolent power. See the *Codex of Worlds* for more about haunts.

GETTING STARTED

- Pick your style (and associated advancement question).
- Pick a starting team enemy, ally, move, and two asset selections.
- Type "spooky places in [place I'm in now]" into a search engine.

NOTES

IMPROVEMENT

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.
- Change one of the haunts you already busted into a haven for the entire team, like the Expert has, with two options.

STYLE

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

- ☐ **Purgers:** There's nothing more satisfying than destroying evil that would otherwise fester for ages. At the end of each session, ask: "Did we destroy a tenacious evil?"
- ☐ **Keep Clean:** You know how easily evil can take root and how difficult it is to eradicate once it does so. At the end of each session, ask: "Did we keep our conscience clear?"
- ☐ **Prevention:** You've seen firsthand how human evil can give birth to powerful supernatural evil. At the end of each session, ask: "Did we stop regular people from committing evil deeds?"
- ☐ **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.

ENEMIES

Choose your team's chief nemesis:

- ☐ Duke Francois Richelieu, an aristocratic vampire who loves to live in haunted places.
 - ☐ All the poltergeists.
 - ☐ Sarah Karntenstein, an occultist trying to find a surefire way to create new haunts to use their tenacious energies in life-prolonging rituals.
 - ☐ Takeall, Avatar of Plunder, helping people create collections of stolen goods and then turning those collections into haunts.
 - ☐ Golden Ghosts, the clique behind a cruel regime, hiding that their seat of power became a powerful haunt.
 - ☐ Something else:
-

TEAM ALLIES

Choose your team allies from this list:

- ☐ Whisp, an architect. They have been kidnapped by the fae and narrowly escaped, and now specialise in enchanted and cursed buildings.
 - ☐ Svetlana Roscheva, an archivist and hacker (or, in *Gothic Century*, a burglar). Cracks archives and records she thinks should be publicly available from her hideout in Lviv.
 - ☐ Who-was-I, a benevolent amnesiac ghost. They haunt their old home and can keep other supernatural influences from entering there, but need their guests' help in reconstructing their lost memories.
 - ☐ No More Mess, a renovation and cleaning team. They can put any building into top shape within hours.
 - ☐ On the Road, a cheap motel franchise. The owners owe you favours, and you can stop at the facilities for free, as well as arrange short-term accommodation for other people.
 - ☐ Someone else:
-

TEAM MOVES

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

- ☐ **Places of Evil:** When you enter a location filled with supernatural evil, like a haunt, you can ask a free question from the **read a bad situation** list, and get +1 ongoing to act on the answer.
- ☐ **Bad Vibes:** When any of you are near a persistent, malevolent magic effect, you feel a shudder. You can immediately ask one **investigate a mystery** question about this effect at the cost of taking -1 forward or 1-harm ignore-armour (your choice).
- ☐ **Survive the Worst:** Once per mystery, when in danger, each of you can reduce harm received by 2. You have to tend to your wounds as soon as you're back to safety, otherwise your reduced harm returns.
- ☐ **Roots of Evil:** When you analyse or observe two or more supernatural effects, you can always tell which of them have been caused, or stem from, the others (if at all).
- ☐ **Locked Power:** You know a **big magic** ritual that requires at least three participants, an hour, and an object from the place you want to enchant. This ritual makes a supernatural entity or phenomenon that's in any way bound to a location weaker outside this location for the next 24 hours in one of the following ways:
 - Usage of its powers outside this location is obviously supernatural and draws lots of attention.
 - You always know when it uses its power.
 - Using its power hurts a lot, making it unwilling to do so until really desperate.
 - It weakens its power, giving you +1 forward to acting against 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.
- ☐ **Maps:** A map of suspected haunts and a slightly out-of-date map of confirmed haunts for a large region.
- ☐ ☐ **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.
- ☐ **Lockpicks:** Lockpicks and other tools for breaking into buildings.
- ☐ **Cleaning Supplies:** Chemicals to dispose of evidence and bodies fast.
- ☐ **Recording Gear:** Recording equipment with remote access.
- ☐ **Custom:**

IMPS (INTERNATIONAL MONSTER AND PARANORMAL SERVICE):



“Team 7, you’re dealing with a jaguoid swarm in Guayaquil, Ecuador—usual story. Team 8, vampire gang in Prague, Czechia. Team 10, some kind of killer robot in Hong Kong. Get going, full briefings en route.”

This team playbook sets your hunters as one of the elite IMPS teams that travels the world to deal with monster incidents.

The International Monster and Paranormal Service was created to keep humanity safe from supernatural threats. It’s not clear who funds them, although most people assume it’s some kind of United Nations agency. IMPS isn’t secret, but they keep things as quiet as possible.

IMPS has plenty of fancy gear available, including the ability to get you all to any mystery site around the world as soon as you’re needed.

GETTING STARTED

- Pick your style (and associated improvement question).
- Pick a starting team enemy, ally, move, and assets.
- Report for your mission briefing.

NOTES

IMPROVEMENT

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.

STYLE

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

- ☐ **Hush:** At the end of each session, ask: “Did we save the day without making the news or creating a ruckus?”
- ☐ **Rescuers:** At the end of each session, ask: “Did we save people from harm, no matter how much property damage?”
- ☐ **Superstars:** At the end of each session, ask: “Did our reputation as elite monster hunters come up during the mystery?”
- ☐ **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.

ENEMIES

Choose your team's chief nemesis:

- ☐ Apollyon, a demon king who wants to rule the Earth.
 - ☐ Incursions of HEDEs (Hostile Extra-Dimensional Entities).
 - ☐ Masanori, a selfish tycoon chasing personal immortality.
 - ☐ A rival IMPS team, who always want to make it look like they saved the day and you screwed up.
 - ☐ A chaos cult who want to break down the structures of the modern world, so they can rule it with their magical powers.
 - ☐ Something else:
-

TEAM ALLIES

Choose your team allies from this list:

- ☐ Ó Corra, IMPS General Secretary. Having Ó Corra on your side is always going to be handy.
 - ☐ Klíma, IMPS forensic specialist. Klíma can help you get extra forensic analysis or expedite tests.
 - ☐ Villaverde, IMPS librarian. Knows a lot about mystical and occult secrets.
 - ☐ IMPS team EM-3. This team of IMPS agents specialise in dealing with big disasters. They can help manage and calm down civilians and provide support for your team.
 - ☐ Cryptidnet, a loose organisation of interested amateurs and researchers who collate rumours of weird activity. Great source of leads and supernatural rumours.
 - ☐ Someone else:
-

TEAM MOVES

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

- ☐ **Drilled Coordination:** All team members get +1 ongoing when helping out another team member.
- ☐ **Comms:** You have systems that keep you constantly in voice contact, regardless of where in the world you each may be. Not guaranteed to work in shielded spaces, deep underground, beyond magical portals, or on other worlds.
- ☐ **Recognised IMPS Team:** Wherever you are in the world, you have authority to deal with supernatural events. Local officials will—in general—cooperate with you fully. Does not apply in nations outside the IMPS treaty.
- ☐ **Rapid Deployment:** IMPS has quick-response vehicles able to deliver you (or other IMPS assets) anywhere in the world, extremely quickly. They may also be used to make a fast exit from bad situations.
- ☐ **Memories of the Fallen:** When a hunter on the team dies in the line of duty, or retires from IMPS and monster hunting, all remaining team members erase a used Luck mark.
- ☐ **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:

- ☐☐ **Skywarden:** A high tech transport aircraft that has all your essential gear on board and acts as your base on mission assignments. If you have the **Rapid Deployment** move, the Skywarden is upgraded with supersonic engines.
- ☐ **Individual Transport:** Electric motorbikes for every team member.
- ☐ **Search and Rescue Gear:** A selection of useful tools for locating and rescuing people in disaster zones.
- ☐☐ **Headquarters:** A relatively secure space allocated to you in IMPS headquarters. There's room for all your gear, and includes full living quarters.
- ☐☐ **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 technicians, tools, and materials.
- ☐ **Medical Supplies:** Everyone carries a first aid kit, and you have enough for a fully equipped infirmary back at your base or homes.
- ☐ **Fancy High Tech Uniforms:** Complete with built-in gadgets.
- ☐ **Housing:** A pleasant house for each team member and their family, provided by IMPS for when you're off-duty. This may be anywhere in the world.
- ☐ **Custom:**

INTERDIMENSIONAL CRISIS TEAM:



"When you've finished saving the world, move to the next!"

Your world isn't the only one that needs monster hunting help from time to time. And when others do, you travel through portals, loopholes, and other oddities to help.

This team playbook is a perfect way to use all the settings within the *Codex* in a single game.

Interdimensional Crisis Team perfectly fits over-the-top parody games. More serious stories about interdimensional problems are handled better by Guardians of the Borderland.

GETTING STARTED

- Pick your style (and associated improvement question).
- Pick a starting team enemy, ally, move, and assets.
- Report for your mission briefing.

NOTES

IMPROVEMENT

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.

STYLE

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

- ☐ **Well-prepared:** You keep track of worlds that might need monster hunting help and have procedures for reaching and helping them. At the end of each session, ask: "Did things go according to our plans?"
- ☐ **Led by Fate:** The universe wants you to help where you're needed most. At the end of each session, ask: "Do we understand our place in the multiverse better now?"
- ☐ **Accidental Heroes:** You always end up where you're needed because of magical mishaps and weird coincidences. At the end of each session, ask: "Did we make use of a coincidence or unexpected resource?"
- ☐ **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.

ENEMIES

Choose your team's chief nemesis:

- ☐ Dr Weltschmerz, a bitter and angry scientist who wants all worlds to suffer.
 - ☐ Jauna, a merchant from *Monster Marches* who deals in interdimensional slave trade.
 - ☐ Separator, an automaton guarding borders between the worlds.
 - ☐ Iron Crusade, an invading force from a futuristic world.
 - ☐ Your own evil versions from a mirrored universe.
 - ☐ Something else:
-

TEAM ALLIES

Choose your team allies from this list:

- ☐ Justinian, a paladin. He's always ready to fight evil alongside you and hopes one of you will one day be the lady (or lord) of his heart.
 - ☐ NewLife, a bio-robot. They know a lot about life on various worlds, whether organic, tech-based, or magic-based.
 - ☐ Darween, a diplomat. Coming from the *Monster Marches*, she hates disunity and wants good people of all worlds to cooperate.
 - ☐ The Queen's Musketeers. Brave, dashing and ready to fight with monsters both in Helos and beyond, but won't do anything that directly contradicts Queen Helena the Radiant's orders.
 - ☐ Spirit Healers. They come from a Stone Age world and want to heal all spiritual ills of all worlds. They oppose killing monsters because they believe monsters should be healed and reintegrated instead.
 - ☐ Someone else:
-

TEAM MOVES

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

- ☐ **Global Crisis:** Once per mystery, each of you can **read a bad situation** treating an entire world as the bad situation, including asking about the best way in or out.
- ☐ **Surge of Magic:** Each of you holds 1 when you enter a new world. You can spend this hold to get an automatic result of 10 on a Weird move roll or to learn a useful **big magic** ritual known only in this world.
- ☐ **Otherworldly:** You make your strangeness in other worlds work to your advantage in interpersonal situations. "I'm from another world" works as a reason for people to do as you ask when you **manipulate someone**.
- ☐ **A Multiverse of Friends:** Three times per mystery, a friend you've made in an alternate universe can help one of you with a task as if they rolled 10+ to help out. They either manifest next to you for a moment or somehow are there in person. They can be bystanders from previous games or people from your backstories.
- ☐ **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:

- ☐ ☐ **World-jumping Base:** A small vehicle or building with bunks and mystery investigation supplies on board.
- ☐ **Translator:** A high tech or arcane universal translator.
- ☐ ☐ **Stealth Module:** A device automatically changing the looks of your gear and vehicles to match the world you're in.
- ☐ ☐ **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. Can't travel between worlds, but you know a **big magic** ritual to come back here from any world. Invent details with the Keeper.
- ☐ ☐ **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.
- ☐ **Clothes:** Clothes for any weather, including extreme ones.
- ☐ **Published Book Series:** A successful book series written by some or all of you based on your visits to other worlds.
- ☐ **Crystal Ball:** A crystal ball always showing the most breathtaking sight in the area you're in.
- ☐ **Custom:**

THE LAST SURVIVORS:



"We didn't survive just to ignore it hunting someone else."

This hunter team were the only people who lived through a terrible (maybe even apocalyptic) battle. You had many allies at your side, but they didn't make it.

GETTING STARTED

- Determine the nature of the Event.
- Pick your style (and associated improvement question).
- Pick a starting team enemy, ally, move, and assets.
- Prepare for the next disaster.

THE EVENT

What is the terrible situation you all survived together?

- ☐ A concerted assault by monsters, as you took shelter in an isolated cabin.
- ☐ A single terrifying monster invaded your homes.
- ☐ It was the only chance to avert an apocalypse.
- ☐ An invasion from another dimension.
- ☐ People around you were transformed into monsters.
- ☐ You were strangers in a small town filled with murderous monsters, on festival day.
- ☐ Something else:

Decide who the allies were who fought alongside you and died in battle. Each hunter picks one.

- A monster hunting teammate.
- Your spouse or lover.
- Your sibling.
- A parent.
- A child.
- Your mentor.
- Your protégée.
- Your dog (or other pet).
- Someone else:

Then decide how you saved the day in the end. Whatever it was, it came at great personal cost (beyond the loss you just chose).

NOTES

IMPROVEMENT

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.

STYLE

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

- ☐ **We're Prepared for Next Time:** At the end of each session, ask: "Did our planning ahead save the day?"
- ☐ **Fatalists:** One day, our times will come. Until then, we fight. At the end of each session, ask: "Did we throw ourselves into danger to save the day?"
- ☐ **Wardens:** We won't let what happened to us happen to anyone else. At the end of each session, ask: "Did we save people, no matter the cost?"
- ☐ **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.

ENEMIES

Choose your team's chief nemesis:

- ☐ The Black Knight, a faerie lord.
 - ☐ All the walking dead.
 - ☐ A necromancer, with a plan to rule the world.
 - ☐ Metaphysical Exploitation Holdings (MEH), a corporation that profits from ill-advised experimentation and exploitation of the supernatural.
 - ☐ A conspiracy of chaos cultists.
 - ☐ Something else:
-

TEAM ALLIES

Choose your team allies from this list:

- ☐ Zhu, a law enforcement officer. They can help you with legal difficulties in their jurisdiction.
 - ☐ Davis, a therapist specialising in trauma recovery.
 - ☐ Dr Basu, a medical doctor.
 - ☐ The next generation, an ally team. These younger monster hunters are relatives of those who died in the battle, taking up the family calling.
 - ☐ The Network, an ally team. This is a group of people who keep watch for big supernatural dangers, and can get you warnings in time to intervene.
 - ☐ Someone else:
-

TEAM MOVES

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

- ☐ **Determined Guardians:** When one of the hunters **protects** a bystander, the target never takes harm: even on a miss, that bystander is totally safe. The hunter doing the protection still suffers the full effects of the roll result.
- ☐ **Field Medics:** When you treat an injured bystander, they are stabilised and well enough to manage until they can get proper medical attention. When you treat another hunter, pick if you heal 2-harm or stabilise them. Then they take +1 forward.
- ☐ **Checklists:** Once per mystery, each hunter in need of a particular item may declare they have it. Narrate a flashback explaining why they thought to include it in their gear. If the item is especially rare, strange, or unusual (this is the Keeper's call), then this move can't be used again by any hunter until the next mystery.
- ☐ **Keep on Goin':** When you're **protecting** bystanders from danger, any move that would prevent you from taking action due to harm, stress, or panic has its effect deferred. You can keep going for now, but once everyone is safe the full effects of what you've been through hit you.
- ☐ **Shared Dangers:** When you take a moment to share your worries and fears about a previous or upcoming battle with another hunter, you both choose one: heal 1-harm, or 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). 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.
- ☐ **Medical Supplies:** Everyone carries a first aid kit, and you have enough for a fully equipped infirmary back at your base or homes.
- ☐ ☐ **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.
- ☐ **Survival Gear:** You're all well-prepped with supplies for a disaster or emergency situation. Protective gear, tools, food and water, etc.
- ☐ **Regular Jobs:** You have access to a place of employment for any of the hunters who need it. You earn enough to cover regular day-to-day expenses, and there's time to fit in monster hunting around your hours.
- ☐ **Hideouts:** Each hunter has a hidden, safe place set up where they can retreat in an emergency. This could be an isolated cabin or bunker, a safe house, or a panic room (whichever makes sense for your hunter).
- ☐ **Custom:**

LEAGUE OF DOUBLE LIVES:



"We have a meeting in two hours and an interview in three. Problem is, the Crimson Patriarch has risen again and will gather his wraith army soon. In, I think, four hours."

You're monster hunters but also important society members in a city. Your ties to the society give you various forms of influence but also mean you somehow have to manage two lives at once. The world isn't ready to learn about your monster hunting and even less about the monsters themselves. Think Batman or most characters from *Penny Dreadful*.

GETTING STARTED

- Pick your style (and associated improvement question).
- Create your city.
- Pick your obligations.
- Pick a starting team enemy, ally, move, and assets.
- Ponder your responsibilities, as you await the call.

ENEMIES

Choose your team's chief nemesis:

- ☐ Allmine, a greedy and capricious demon of desire.
- ☐ All the evil doppelgangers.
- ☐ Professor Trundil, an occult scientist trying to steal your powers and magic.
- ☐ Great Waghru, a primordial entity slumbering beneath the city, now stirring.
- ☐ Brave New World, an undercover company trying to replace humans in your city with robots.
- ☐ Something else:

TEAM ALLIES

Choose your team allies from this list:

- ☐ Shinzō, a retro-weaponsmith. Their creations look like fancy souvenirs but have various magical properties.
- ☐ FaceBog, a doppelganger. They'll impersonate you at various social events if you ask them nicely.
- ☐ Hedwig, a journalist. She believes in your public causes and is willing to cover up some things for you, but sometimes asks difficult questions.
- ☐ Monster Hunters Fan Club. They know your secret identities, but not your public ones.
- ☐ Spirits of the city's founders. They remember how the city once was and have clashed with occult forces that threaten it.
- ☐ Someone else:

IMPROVEMENT

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.

STYLE

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

- ☐ **Greater Good:** You find your secret monster hunting lives more important than your mundane social roles. At the end of each session, ask: "Did we choose the more important obligation?"
- ☐ **The Only Ones:** You're the only ones capable enough to protect those around you from supernatural threats. At the end of each session, ask: "Did we do something nobody else in our society could do?"
- ☐ **An Ancient Tradition:** You've inherited your double role from family or mentors. At the end of each session, ask: "Have we done something that would make our predecessors proud?"
- ☐ **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.

THE CITY

Each player should choose one key aspect of the city from one of the following lists. Balance between good and bad things as fits the mood of your campaign.

Good things

- | | |
|---|--|
| <input type="checkbox"/> Cozy | <input type="checkbox"/> The nation's main transport hub |
| <input type="checkbox"/> Affluent | <input type="checkbox"/> Protected by benevolent magic |
| <input type="checkbox"/> Good social care | <input type="checkbox"/> Beloved by travel vloggers |
| <input type="checkbox"/> Proud of its past | <input type="checkbox"/> An extremely famous mayor |
| <input type="checkbox"/> Lots of monuments | |
| <input type="checkbox"/> Highly ecological | |
| <input type="checkbox"/> Transparent politics | |
| <input type="checkbox"/> Technological hub | |
| <input type="checkbox"/> A university with unique departments | |
| <input type="checkbox"/> Other: | |
-

Bad things

- | | |
|--|---|
| <input type="checkbox"/> Alienating | <input type="checkbox"/> No prospects for the future |
| <input type="checkbox"/> Poor | <input type="checkbox"/> Shady military bases |
| <input type="checkbox"/> Big social inequality | <input type="checkbox"/> Gangs that terrorize the entire region |
| <input type="checkbox"/> Shameful past | <input type="checkbox"/> Believed to bring bad luck |
| <input type="checkbox"/> Nothing worth sightseeing | <input type="checkbox"/> Struck by a powerful curse |
| <input type="checkbox"/> Highly polluted | |
| <input type="checkbox"/> Shady politics | |
| <input type="checkbox"/> Other: | |
-

OBLIGATIONS

At the beginning of a mystery, the Keeper holds 3. They can spend 1 hold to introduce one of the obligations. When it's introduced, at least half of you must attend, otherwise you can lose allies or tempt mundane people to investigate your lives. Choose or create two obligations you have:

- ☐ Attending parties and balls.
- ☐ Attending important conferences.
- ☐ Ceremonially opening new buildings.
- ☐ Meeting children at schools.
- ☐ Tutoring promising students one on one.
- ☐ Appearing on TV.

☐ _____

☐ _____

TEAM MOVES

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

- ☐ **Big Reveal:** If most people around you don't know about your secret identities, the first action you take in that scene that reveals those identities gets +1 forward. Bystanders and minions present freeze in surprise for a moment, giving you an opportunity to act before they can react.
- ☐ **Affluent:** You can get most gear easily. Specify what you need, assigning tags to the gear. If it's a weapon, treat each harm beyond 2-harm as a separate tag; if it's armour, treat each point of armour as a separate tag. Then roll +tags. On a miss, you get it easily. On a 7–9, you get it but raise some questions. On a 10+, either you don't get it or you do but someone gets a clear clue about your secret identity.
- ☐ **Only When Necessary:** If you manage to stop or destroy a minion without using any abilities or gear of your secret identity (including monster hunting weapons), each hunter involved marks experience. If it was a monster, mark two.
- ☐ **Shadow Selves:** When one of you wants to be in two places at the same time, summon your shadow self in another place. Only one shadow self can exist per hunter at one time. The shadow self has a trait that allows others to distinguish it from you if they observe closely. Roll +Weird. On a 10+, hold 3. On a 7–9, hold 1. Spend holds to have your shadow self act as if it were you, but with –1 ongoing. When you spend the last hold, the shadow self dissolves in an obviously supernatural and unsettling way. On a miss, the shadow self appears for a moment and does something you really, really didn't want them to do...
- ☐ **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 Hideaway:** A truck with bunks and mystery investigation supplies on board.
- ☐ **Individual Transport:** A fancy car or motorbike for every team member.
- ☐ ☐ **Getaway:** A place where you rest from everything, with no monster hunting gear but extremely difficult to find by mundane and magical means.
- ☐ ☐ **Headquarters:** A base people from neither your public nor your secret life will find easily. 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.
- ☐ ☐ **Memorabilia:** A collection of important memorabilia connected to the city's past and two **big magic** rituals that need only them and up to two other requirements. Determine what the rituals do as a group.
- ☐ **Workshop:** A big space for craft and repair projects, with plenty of tools and materials.
- ☐ **Secure Phones:** A set of phones with advanced voice distortion and location concealment options. Tracking a call from these requires days of work.
- ☐ **Funds:** Lots of money in bank accounts connected to untraceable credit cards.
- ☐ **Custom:**

MEDICAL TEAM:



"OK, you see the bloodshot eyes? This lycanthrope is suffering from silver poisoning, we're going to need to make them sweat it out and it's going to hurt."

The hunters work out of a medical facility that sees more than its fair share of supernatural occurrences.

GETTING STARTED

- Pick your style (and associated advancement question).
- Pick a starting team enemy, ally, move, and assets.
- Sterilise and glove up.

NOTES

IMPROVEMENT

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.

STYLE

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

- ☐ **Morgue:** Corpses come through day in and day out. Some are a bit on the weird side. At the end of each session, ask: "Did we respectfully deal with the remains and bystanders involved?"
- ☐ **All-Hours Clinic:** You work out of a local clinic for walk-ins. At the end of each session, ask: "Did we help someone who was overlooked by the system?"
- ☐ **General Practitioner:** You're a general practice dealing mostly in common ailments and the long-term health of your everyday patients. At the end of each session, ask: "Did we successfully balance our monster hunting with the obligations of our practice?"
- ☐ **Hospital:** A large hospital with an emergency room and urgent care facilities. At the end of each session, ask: "Did we deal with bureaucracy and the concerns of the administrators?"
- ☐ **Medical School:** You're teachers and students at a medical school. At the end of each session, ask: "Were we able to find some logic behind the nature of the strange beings we've encountered?"
- ☐ **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.

ENEMIES

Choose your team's chief nemesis:

- ☐ Riddleman Group, a shadowy research team that claims control over patients and evidence.
 - ☐ The Rijpma family, corporate investors that demand profits and constantly take resources.
 - ☐ A covetous and cruel spirit of death that hates when people escape it.
 - ☐ Dr Horner, an arrogant and well-respected doctor who uses unnatural powers to fuel his reputation.
 - ☐ The Quiet Order, ambulance-chasing cultists that will take the opportunity to snatch sacrifices and body parts.
 - ☐ All the mummies.
 - ☐ Something else:
-

TEAM ALLIES

Choose your team allies from this list:

- ☐ Ishey Wei, a high-energy, frenetic paramedic who always surprises you. The best ambulance driver anyone could ever ask for.
 - ☐ Dr Mel Yvette, a medical resident fresh out of school and whose mentor is a surgeon renowned for both their skill and mystique. Enthusiastic and clever.
 - ☐ Vir Loleri, a tall, creepy-looking phlebotomist with a rigorous moral code, who gives good advice. You suspect he's not human.
 - ☐ Luna Star, a local holistic medicine and spiritualist practitioner. She knows when to refer someone to scientific medical services, and knows a lot about hauntings and curses.
 - ☐ Sapfo Hadjiti, a fantasy novelist who often pulls you into research for her current project. She has a wealth of assorted but disconnected knowledge.
 - ☐ Harry Michaels, an administrator who can help you cut through red tape, or bury stuff under it.
 - ☐ Someone else:
-

TEAM MOVES

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

- ☐ **Medical Professional:** When a team member *heals someone else's harm*, they stabilise them and heal an additional harm. Includes regular first aid and treatment (see *Monster of the Week* hardcover, page 123).
- ☐ **House Diagnostics:** When the team *diagnoses a patient*, one hunter rolls +Sharp with +1 forward. On a 10+, hold 2. On a 7–9, hold 1. Any team member may spend that hold to ask one of the following questions:
 - “What’s the deeper cause here?”
 - “What’s the most dangerous symptom?”
 - “Is there anything unnatural about this?”
 - “Was this ailment or injury accidental or deliberate?”
- ☐ **Code Blue!:** In a heated moment, you react to each other quickly. All hunters get +1 forward to **help out** team members in a crisis.
- ☐ **I’m Not a Miracle Worker:** Each hunter, when they *witness an innocent’s death*, takes +1 ongoing to save others for the rest of the mystery. This doesn’t stack—you still have +1 if you let more people die.
- ☐ **Bedside Manner:** When a team member *delivers bad news*, on a successful **manipulate someone**, also ask one question from **investigate a mystery**.
- ☐ **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 get this one:

- ☒ **Infirmiry:** Access to a full, professional medical facility.

Then pick one of these:

- ☐ **Ambulance Fleet:** Access to ambulances. Use these with the sirens on when you need to get to an emergency, and there’s plenty of medical supplies in each.
- ☐ **Cutting-Edge Diagnostics:** Access to test labs, providing results quicker than sending them out for analysis.
- ☐ **Medical Database:** Access to the national medical database. Includes details of unusual cases and individual medical histories.
- ☐ **Local Support:** The hunters and their facility have a good reputation with the local community and can depend on support from them.
- ☐ **Housing:** The hunters all have comfortable houses or condos to live in.
- ☐ **Individual Transport:** Each hunter has a quality car, truck, or motorcycle.
- ☐ **Experimental Medicine:** The facility has access to a lot of new procedures approved for volunteer or emergency use.
- ☐ **Funding:** The facility gets a lot of money coming in.
- ☐ **Custom:**

MERCENARIES:



"Are we supposed to just save people from monsters out of the goodness of our hearts? Look, we all gotta live. You got a standard haunting, that's gonna be two thousand bucks. Plus expenses, and our usual rider for when things are more... uh... complicated than you stated originally."

This team playbook has the hunters working for hire. They save people and hunt monsters, sure, but they also want to get paid at the end of the day.

GETTING STARTED

- Pick your style (and associated improvement question).
- Pick a starting team enemy, ally, move, and assets.
- See who's hiring today.

NOTES

IMPROVEMENT

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.

STYLE

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

- ☐ **Secret Mission:** You are all devoted to a particular goal, using "mercenary monster hunter team" as your cover. What's your objective? At the end of each session, ask: "Did we get closer to our goal?" If you achieve the objective, choose a new one or change to a new style. Your objective:
- ☐ **Goal-Oriented:** At the end of each session, ask: "Did we fulfil the exact mission requested, without extra work?"
- ☐ **Hearts of Gold:** At the end of each session, ask: "Did we refuse to accept money from someone we saved?"
- ☐ **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.

ENEMIES

Choose your team's chief nemesis:

- ☐ Pethas, a dragon.
 - ☐ All the werewolves.
 - ☐ Ozahr, an immortal and megalomaniac wizard.
 - ☐ The Fates.
 - ☐ A conspiracy of political leaders secretly creating a global dictatorship.
 - ☐ Something else:
-

TEAM ALLIES

Choose your team allies from this list:

- ☐ Dumont, the fixer. Dumont can find leads on jobs, and sometimes scare up special gear.
 - ☐ Chang, a government official. They can help you with legal entanglements. Sometimes.
 - ☐ Dr Accorso. A medical doctor, ready to help with injuries or illness. No questions asked.
 - ☐ The Irregulars, an ally team. They're a general group of support crew that help you out. Mechanics, technicians, and the like.
 - ☐ The Crooked Hearts, another mercenary monster hunting crew. You've worked together on some big jobs.
 - ☐ Someone else:
-

TEAM MOVES

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

- ☐ **Spending Money:** If you get paid at the end of a mystery, each hunter adds 1-hold. Spend this hold in a later mystery to narrate a flashback where you purchased the thing you need right now. It can be anything you could be carrying, something booked in advance (for example, a safe house or hotel room), or the use of a vehicle.
- ☐ **The B-Team:** When you need to fortify a location or armour a vehicle, narrate a montage of your preparations. When you're done, the location or vehicle provides 2-armour to all within it.
- ☐ **Combat Training:** When you **help out** another team member during combat, they may inflict +1 harm or suffer -1 harm in addition to the usual effects of your result.
- ☐ **It's Our Job:** If a bystander has hired you, that counts as a reason when you **manipulate** them. This remains in effect in later mysteries. The Keeper may include other bystanders in the effect, if they're part of a group you're working for.
- ☐ **The Good Ones:** When you refuse to accept payment for a job, the client becomes an ally.
- ☐ **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 van, truck, or bus with bunks and mystery investigation supplies on board.
- ☐ **Individual Transport:** A regular car, motorbike, or bicycle for every team member.
- ☐ **The Grapevine:** A network of contacts who pass on job leads.
- ☐ ☐ **Secure Homes:** Located somewhere you have a special relationship, you all have houses and bank accounts that provide a base when you're off the job.
- ☐ ☐ **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.
- ☐ **Credentials:** Monster hunting licenses and visa waivers that allow you to do your job and travel legitimately.
- ☐ **High Tech Gadgets:** A supply of various monster scanners and detectors.
- ☐ **Armoury:** A cache of monster hunting weapons.
- ☐ **Custom:**

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 Snoop 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.

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

NOTES

IMPROVEMENT

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.

STYLE

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

- ☐ **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.

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 primaeval 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. You start with one. The first one is a good default choice:

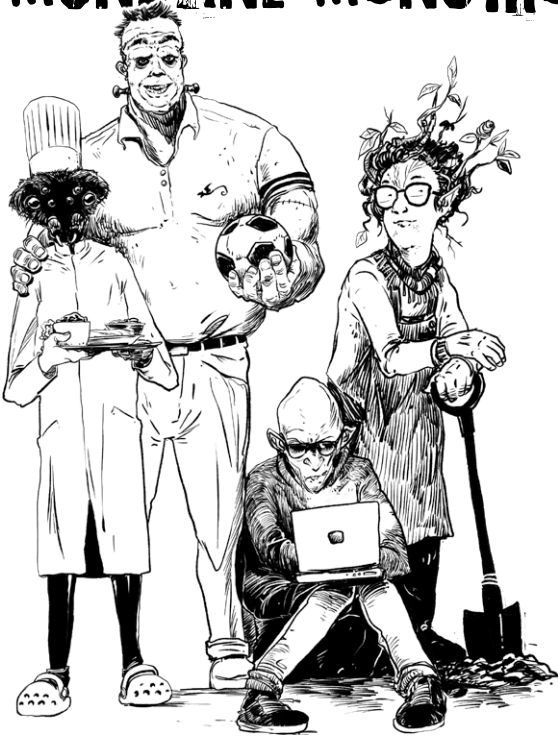
- ☐ **Contact List:** Whenever you're not sure what to check out next, ask the Keeper. They'll provide you with a lead (usually a person or place) that your initial research suggested might hold useful information. Keeper: make the lead a useful one (even if just to help rule out a certain hypothesis).
- ☐ **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.
- ☐ **Custom:**

MUNDANE MONSTROSITIES:



"Bread, eggs, milk... eye of newt, Matilda? In this economy?"

This team are supernatural beings (or humans in the know), but they're just regular folk. When not hunting, you have run-of-the-mill concerns like bills, school, and social expectations.

The team is new to real danger, suiting hunters like the Mundane, Snoop, Chosen, or Celebrity. Playbooks like the Wronged or Professional are likely to be the most experienced hunters in the group.

GETTING STARTED

- Pick your upbringing and minor weirdness.
- Pick your style (and associated advancement question).
- Pick a starting team enemy, ally, move, and assets.
- Figure out if it's movie night, finals week, or overtime.

UPBRINGING

How did your team grow up?

- ☐ **Unseen Community:** The local community is mostly supernatural, or at least in the know. You get plenty of news and rumours about local happenings.
- ☐ **Precocious Youth:** The hunters are students at a school that caters to the supernatural. There's an extensive occult library.
- ☐ **Protected and Subsidised:** A powerful, wealthy benefactor protects the community. Well-funded medical facilities and sanctuaries are available here.
- ☐ **Scattered Individuals:** The hunters met by happenstance. Between them, they have contacts with several different supernatural groups.
- ☐ **Secret Haven:** You grew up in an isolated community of supernatural people, set apart from the rest of the world. When you go back home, it's very difficult to track you.
- ☐ **Weird Town:** Not everyone who lives here is supernatural, but everyone is at least a bit eccentric. Nobody pays much attention if you cast a spell, or have bright blue skin. Your friends and contacts all have unusual hobbies, often coming in handy during mysteries.
- ☐ Something else:

MINOR WEIRDNESS

Each team member starts with one of the following moves:

- **Artifact** (from the Crooked).
- **Claws of the beast, flight, incorporeal, mental dominion, or shapeshifter** (from the Monstrous).
- **Guardian** (from the Searcher, *Tome of Mysteries*).
- **Inhuman talent** (from the Changeling in this book).
- **Jinx or the Sight** (from the Spooky).
- **Soothe** (from the Divine).
- **Third eye** (from the Spell-Slinger).

IMPROVEMENT

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.

STYLE

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

- ☐ **Life, Interrupted:** Your routines are constantly messed up by crisis after crisis. At the end of each session, ask: "Were we able to enjoy some normal life?"
- ☐ **Playtime's Over:** You've had it easy so far, but now something dangerous is on the horizon. At the end of each session, ask: "How did we adapt to or help prevent the coming evil?"
- ☐ **A Calling:** Your powers and skills could help people, and now it's time. At the end of each session, ask: "Did we become better defenders of the innocent?"
- ☐ **Fitting In:** You want to be accepted for what you are. At the end of each session, ask: "Did we improve the reputation of supernatural people?"
- ☐ **Hush:** Supernatural society must be kept secret, even as you solve mysteries. At the end of each session, ask: "Did we keep the secret from getting out?"
- ☐ **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.

ENEMIES

Choose your team's chief nemesis:

- ☐ Karen and Kevin, fanatical witch hunters.
 - ☐ Sanctioned Policy Licensing Evil Exploitation Normative (SPLEEN), a secret agency hunting and weaponising the supernatural.
 - ☐ The Council of Elder Entities. Wants to keep everything exactly the way it is.
 - ☐ All the realtors. What are they really up to? Why would they want to grab so many haunted houses?
 - ☐ That stuck-up supernatural clique that always works against you.
 - ☐ Helen and Jeb Derry, unethical hosts of a cryptozoology show who use it as a cover for their occult schemes.
 - ☐ Janika Smirnov, a manipulative villain pitting groups against each other for mysterious reasons.
 - ☐ Something else:
-

TEAM ALLIES

Choose your team allies from this list:

- ☐ Agent Maury DeWhit, a federal agent in the know who keeps an eye out to protect the community. Younger than he seems.
 - ☐ Stefan Knight, an expert historian of supernatural history.
 - ☐ Kim Chin-Mae, a lawyer who can help you navigate the loops of mundane and supernatural laws and authorities.
 - ☐ Ash Lawrence, leader of a cult who claims they're good but there are some worrying signs. Ignore the shadow magic and wings.
 - ☐ Jerek Jaafar, local student athlete and all-round cool guy. He has your back when you need him.
 - ☐ Alytari Gandega, a journalist who can shield the hunters from unwelcome attention.
 - ☐ Someone else:
-

TEAM MOVES

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

- ☐ **Too Normal to Be Weird:** You grew up around magic. For you it's no big deal, and you don't act furtively. Most people react to your confidence by overlooking or failing to notice supernatural features and powers.
- ☐ **Casual Magic:** You can perform small supernatural feats. This goes beyond simple roleplay flourishes by allowing you to use powers to fill in for a piece of utility gear (like a lockpick or flashlight) or as part of another move in crisis situation (such as **acting under pressure** to get a door open quickly). Mundane observers might notice you aren't normal.
- ☐ **Authentic Witchiness:** You may not know what you're doing with magic, but others can't see your inexperience. When a team member **uses magic** to give an impression of power, they take +1 forward interacting with that person.
- ☐ **Curse Remedies:** You learned many protective measures. When you **investigate a mystery**, add the following questions to the list you can ask: "How do we cure this curse?" and "How do we protect someone from this curse?"
- ☐ **Just Folks:** Once per session, when two or more of you take the time to befriend a bystander, they become an ally until the end of the mystery.
- ☐ **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:

- ☐ **Tutorial Focus:** The team has access to a collection of how-to texts, a crystal ball, recording device, or some other source of information to learn about advanced applications of their powers. It's not as good as a skilled teacher, but it's better than a bad one.
- ☐ **Housing:** Each member of the team has some form of reasonably comfortable living situation.
- ☐ ☐ **Magical Hangout:** A local business (perhaps a bar, library, arcade, or cafe) is more than it appears. You're welcome there and can find advice or temporary sanctuary.
- ☐ **Supernatural Communications:** Magical devices allow you to talk to each other remotely. By default, they're magical earrings, but pick a different form if you prefer.
- ☐ **Ritual Ingredients:** You have a selection of materials that can be used for a number of different rituals. This can fill in for one requirement whenever you **use magic** or perform **big magic**.
- ☐ ☐ **Protective Amulets:** You have acquired some magical protections. Once per session, each hunter may cancel a single magical effect placed on them.
- ☐ **Transportation:** Each hunter has access to some sort of transport: a car, motorcycle, flying broom, bicycle, or magic carpet.
- ☐ **The Spirit-Web:** You have discovered a thriving internet presence consisting of supernaturals and people in the know.
- ☐ **Clubhouse:** You have established a private location where the team can get together, keep your hunter gear, and relax out of the public eye.
- ☐ **Custom:**

MYSTERY CLUB:



"Let's sneak in and find out what's REALLY going on!"

This is a hunter team of investigators, with a focus on less horrific and more comedic mysteries. This particularly suits games with younger players, or younger hunters.

This team playbook strongly pushes the game towards silliness and jokes, so be sure you're ready for that if you're considering taking it.

GETTING STARTED

- Pick your style (and associated improvement question).
- Pick a starting team enemy, ally, move, and assets.
- Next meeting is at the clubroom on Tuesday afternoon.

NOTES

IMPROVEMENT

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.

STYLE

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

- ☐ **Wholesome:** At the end of each session, ask: "Did we succeed by believing in each other and using our individual strengths?"
- ☐ **Comical:** At the end of each session, ask: "Did we do something really funny?"
- ☐ **Cool:** At the end of each session, ask: "Did we save the day with style?"
- ☐ **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.

ENEMIES

Choose your team's chief nemesis:

- ☐ Bradshaw, an evil property developer.
 - ☐ The Ghost King.
 - ☐ Dracula.
 - ☐ Cryptids generally.
 - ☐ A conspiracy of wizards who want to take over the world.
 - ☐ Something else:
-

TEAM ALLIES

Choose your team allies from this list:

- ☐ Leon/Lyn, an authority figure (parent, teacher, etc.). Helpful dealing with officials.
 - ☐ Romain, a librarian. Good at finding out details.
 - ☐ A very smart pet. Pick their species and give them a name:
-
- ☐ Your friend group, an ally team. Great for distractions.
 - ☐ Internet mystery circle, an ally team. Good for finding out weird facts and rumours.
 - ☐ Someone else:
-

TEAM MOVES

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

- ☐ **Yikes!:** When a hunter is captured by a monster, minion, or phenomenon, they may ask one of the **investigate a mystery** or **read a bad situation** questions.
- ☐ **Sensible Chuckle:** When a hunter makes a joke (good or bad) at the expense of a monster, minion, or phenomenon, they may give another hunter on the team +1 forward.
- ☐ **Earnest Do-gooders:** When a hunter tells someone you are helping people and why, bystanders are more likely to do as you ask. The explanation always counts as a reason if you're **manipulating** them to protect them or get them to help you.
- ☐ **Slapstick:** When a hunter takes harm, they may instead have an embarrassing pratfall or accident that dodges the danger. Ignore the harm as established, and simply take 1-harm (which can't be reduced or mitigated in any way). The hunter takes -1 forward.
- ☐ **Disguises:** When a hunter disguises themselves, the disguise will not be questioned, until they do something to directly cast doubt on their appearance.
- ☐ **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:

- ☐ ☐ **Mystery Van:** A van with all your mystery investigation supplies on board.
- ☐ **Individual Transport:** A skateboard, scooter, pair of skates, or bicycle for every team member.
- ☐ **Gadgets:** Paranormal investigation gadgets.
- ☐ ☐ **Clubhouse:** 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 make a snack.
- ☐ ☐ **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.
- ☐ **Disguises:** A trunk full of disguises.
- ☐ **Library:** Library of useful reference books.
- ☐ **IDs:** Official junior deputy Suburban Watch Group volunteer badges.
- ☐ **Custom:**

THE NIGHT SHIFT:



"Just another night stacking shelves, avoiding customers, and saving the universe."

This team playbook has the hunters comprising the night shift at a workplace. A workplace that gets way more than its fair share of supernatural problems.

This is not a normal workplace. Strange stuff happens here. Odd customers come here. You hear things over the intercom. But you're keeping a lid on it, for now.

GETTING STARTED

- Pick your style (and associated improvement question).
- Pick a starting team enemy, ally, move, and assets.
- Clock in and prepare for another night of drudgery.

NOTES

IMPROVEMENT

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.

STYLE

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

- ☐ **Big Store:** At the end of each session, ask: "Did we deal with any supernatural problems without management noticing?"
- ☐ **Security Team:** At the end of each session, ask: "Did we keep people safe?"
- ☐ **Emergency Response:** At the end of each session, ask: "Did we solve anyone's problems?"
- ☐ **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.

ENEMIES

Choose your team's chief nemesis:

- ☐ Your manager.
 - ☐ The Queen of the Bug Monsters.
 - ☐ The Monarch of Waste, a cosmic entity of disorder and ruin.
 - ☐ A conspiracy within the company, using the workplace for a sinister occult plan.
 - ☐ The thing in the basement. You don't know what it is, but it's evil.
 - ☐ Something else:
-

TEAM ALLIES

Choose your team allies from this list:

- ☐ Aminat Salek, a client or customer who has a knack for finding whatever is weirdest.
 - ☐ Ahearn, a consultant. They can help you out with how things go on behind the scenes.
 - ☐ De Luca, from human resources. They can cover for absences and sometimes tell you what management is planning.
 - ☐ The day shift, an ally team. They can help out when you need to sleep.
 - ☐ The gnomes. Your workplace has gnomes living in it. You've made friends with them.
 - ☐ Someone else:
-

TEAM MOVES

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

- ☐ **Inventory Check:** If you go looking for something that just might be in stock, roll +Weird. On a 10 or more, it's there. On a 7–9, either you find it but there's a cost, or you find something close enough. On a miss, you find something bad.
- ☐ **Corporate Database:** If you use the company information systems to help **investigate a mystery**, take +1 hold. The Keeper tells you something disturbing you learn in addition to what you were looking for.
- ☐ **Handbook:** At the start of each mystery, each hunter may consult the employee handbook for advice. Roll a single die. On a 1, take –1 forward. On a 2, gain +1 forward to Charm. On a 3, gain +1 forward to Cool. On a 4, gain +1 forward to Sharp. On a 5, gain +1 forward to Tough. On a 6, gain +1 forward to Weird.
- ☐ **Uniforms:** While you're wearing your uniforms, your actions won't be questioned unless you are indisputably out of place. For example, your burger restaurant uniforms won't help you infiltrate a military base, and vice versa. The uniforms may also count as a reason when you try to **manipulate someone**.
- ☐ **Company Mascot:** Take your corporate mascot as an ally. Pick one: a fellow employee with useful skills in the suit, or a supernatural being trying to keep under the radar. Decide what the mascot looks like.
- ☐ **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:

- ☐ ☐ **Backrooms:** You've set out a relatively secure space in the back rooms. There's room for all your monster hunting gear and books, maybe even space to sleep and a kitchen. It's currently listed as "unused: permanent" so you should be left alone in there.
- ☐ ☐ **Steam Tunnels:** Accessed from your workplace, these allow you to get in and out without being seen. They also connect to the wider city infrastructure.
- ☐ **Individual Transport:** A regular car, motorbike, or bicycle for every team member.
- ☐ **Security Access:** You can look at the security camera feeds and records. These cover the entire store floor, secure areas, and the outside of the building.
- ☐ ☐ **Ritual Space:** A space set aside for magical operations. It can stand in for one requirement of a **use magic** or **big magic** move. Decide where in the workplace it is located.
- ☐ **Workshop:** A big space for craft and repair projects, with plenty of tools and materials.
- ☐ **The Occult Section:** Your workplace has a stock of mystical supplies. Sometimes you can find specific monster hunting supplies or ritual requirements there.
- ☐ **Warding Glyphs:** Mystical enchantments on the workplace prevent hostile magic from targeting it from the outside, and alert all team members if a supernatural being enters.
- ☐ **Lost Property & Returns:** You can find all sorts of stuff in here, some of it useful.
- ☐ **Custom:**

RADIO STATION:



"The sky is blood-red, but that's nothing to be concerned about. With the weather finished, let's move on to traffic."

You and your friends are staff at a station, putting shows out there for public consumption. You're not here for the supernatural shenanigans, but you can't really seem to avoid it. And what are you going to do when someone calls desperate for help, just ignore them? But it would be nice to get through one night without the late-night talk radio being interrupted by someone having a supernatural issue.

With this team playbook, your hunters could feel removed from the action—that's intentional. You'll hear people in mortal danger on the phone knowing they'll die, or worse, if you fail to help. Risk is never absent, as threats can come to the hunters. And sometimes they'll be reporting on-location, attending live events, or hosting publicity stunts.

For inspiration, podcasts like *Welcome to Night Vale* or video games like *Killer Frequency* illustrate what you'll deal with.

GETTING STARTED

- Pick your style (and associated advancement question).
- Decide each hunter's job at the station.
- Pick a starting community, team enemy, ally, move, and two asset selections.
- Set the vertical, adjust the horizontal, and get ready for the weirdness.

WHO DOES WHAT?

Lots of different jobs are needed to run a radio station. Engineers manage sound and maintain equipment. Marketers find sponsors and opportunities. Clerks keep money going in and out. And, of course, personalities MC the airwaves. In a small station, some end up doing double or triple duty, maybe everyone even has their own show. Decide together what job or jobs each hunter has.

COMMUNITY

What community do you serve?

- ☐ College station
- ☐ Remote village or outpost
- ☐ Scattered townships
- ☐ Big city
- ☐ Global audience
- ☐ Something else:

NOTES

IMPROVEMENT

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.

STYLE

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

- ☐ **Casual Absurdity:** The weird and bizarre are an almost daily occurrence in the day-to-day life of your community. At the end of each session, ask: "Did we face the strange with hilarious calm?"
- ☐ **Shock and Terror:** Every time you convince yourself it's the last time, and then the next call comes in and the terror starts again. At the end of each session, ask: "Did we face horror and persevere?"
- ☐ **Exuberance:** It's always an exciting time at the station as the calls come in and it's time to be a superhero. At the end of each session, ask: "Did we have fun while heroically saving the day?"
- ☐ **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.

ENEMIES

Choose your team's chief nemesis:

- ☐ The Ghost in the Machine, you're not sure what it is, but it hates you.
 - ☐ "A Frowning Devil," a cult.
 - ☐ Ulmer Broadcasting Interests, a corporation determined to buy out or close down your station.
 - ☐ The Looming Stalker, a serial killer (and disciples) with a grudge against your community.
 - ☐ Savidan, a being of trickery and chaos, who loves to bedevil the station with situations that carry potentially disastrous consequences.
 - ☐ Something else:
-

TEAM ALLIES

Choose your team allies from this list:

- ☐ Natalya Angelique, a sound designer. Great at isolating weird sounds from recordings.
 - ☐ Executive Producer Fujita Tarō, who juggles a bunch of shows on many networks. Always up for some tasty drama and handling any of the back-end issues of the station.
 - ☐ International Hunting Group of Awesome, internet friends from around the world with wide knowledge. They're great for answers on obscure lore.
 - ☐ Pearl Aiza, an actor and witch. Knows how to shape a magic ritual into something entertaining and respectful. Good for blessings in a pinch.
 - ☐ Levi Shalom, an excellent crafter and engineer with a custom wheelchair. If you need some good custom gear, they're who to count on.
 - ☐ Hibō Salah has a deep understanding of the independent music scene. May or may not secretly be a supernatural creature.
 - ☐ Someone else:
-

TEAM MOVES

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

- ☐ **I'll Get You through This:** People often call you for help. When a team member *guides a caller through a crisis on air*, they can **protect someone** by rolling +Cool instead of +Tough and without having to be present.
- ☐ **Don't Touch that Dial:** When a team member tries to *guide a community with a public broadcast*, roll +Charm.
 - On a 10+, most of the audience acts in accordance with your safety instructions.
 - On a 7–9, everyone follows your safety instructions, except for one person or group.
 - On a miss, the Keeper chooses two for the audience:
 - Some make horrible mistakes.
 - Some suffer terrible harm.
 - Some turn against you.
- ☐ **Our Next Caller:** When a team member *hosts a call-in show*, they may **investigate a mystery** by talking to callers.
- ☐ **A Word from Our Sponsors:** When a team member *stalls for time*, they automatically stop anyone (or anything) who can understand them for several seconds. After that, the listener may return to whatever they were doing.
- ☐ **Live from the Dog Park:** The hunters have +1 ongoing to **act under pressure** when you *broadcast from the middle of the mystery's danger*.
- ☐ **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 get this one:

- ☒ **The Station:** The team has all the facilities necessary to record and broadcast. The local community has collectively decided you're who to call about weird stuff.

Then pick one of these:

- ☐ **Headquarters:** Whether it's an extension to the studio or a separate building, the team has established a headquarters to store all their hunting gear, along with some places to crash and administer basic first aid.
- ☐ **Tight Security:** The team's facilities are all hardened to block mundane attempts at intrusion and slow down supernatural or high-tech infiltrators.
- ☐ **Station Archives:** The team has access to an archive of old supernatural reports and cases. They're useful more often than you'd expect.
- ☐ **Housing:** Each team member gets modest but comfortable housing. Two or more hunters may share a nicer place.
- ☐ **Signal Boosters:** With cutting-edge gear, the station's signal reaches through any interference.
- ☐ **Paranatural Boosters:** Your communication will even carry on into other worlds, as long as there's a portal open.
- ☐ **Station Vans:** The team has a fleet of liveried vehicles. Sometimes this provides a little clout and authenticity.
- ☐ **Helicopter:** The team has a helicopter. Officially for reporting on traffic, it may double as a search and rescue vehicle.
- ☐ **Shelter:** The station can act as a disaster shelter in the case of natural (or unnatural) disasters. It has supplies for a few days for a few dozen people.
- ☐ **Custom:**

RESEARCH LAB:



"We need to reverse the polarity of the beta-phase pylon before the overthruster reaches sector 83 by 9 by 12."

The hunters are staff and residents of a research lab, making them uniquely equipped to handle fringe science problems in the world around them.

This team suits playbooks like the Expert, Flake, Searcher, and Action Scientist. Magic-focused hunters may need some tweaking—perhaps they approach magic as a scientist, or perhaps you frame their powers in a parapsychological way (like psychic powers).

GETTING STARTED

- Pick your style (and associated advancement question).
- Pick a starting team enemy, ally, move, and assets.
- Join the group message server and brainstorm.

NOTES

IMPROVEMENT

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.

STYLE

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

- ☐ **Middle of Nowhere:** There's nothing around you but a small town and weird stuff going on. At the end of each session, ask: "Did we stop a threat from spreading beyond the town?"
- ☐ **0 Days Since Last Incident:** There are constantly accidents here. At least, you hope they're accidents. At the end of each session, ask: "Did we uncover or fix something our lab caused?"
- ☐ **Explorers:** Your team and facility seek out and send expeditions to study strange events. At the end of each session, ask: "Did we discover something that amazed the scientific community?"
- ☐ **Hazardous Research:** Your facility has discovered things with as much potential for evil as good. At the end of each session, ask: "Did we find safe and beneficial applications for the dangerous things we learned about?"
- ☐ **Action Science:** It's not real research if it can't bite you—or destroy the world! At the end of each session, ask: "Did we defeat extreme danger with science?"
- ☐ **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.

ENEMIES

Choose your team's chief nemesis:

- ☐ Dr J. Douglas, the former lab director who turned out to be evil.
 - ☐ Canopy Research, a shadowy corporation turning people into monsters.
 - ☐ Thaphaeth, an alien warlord trying to establish a beachhead on our world.
 - ☐ The mothman, an extra-dimensional entity sowing chaos.
 - ☐ All the aliens.
 - ☐ Muramasa Heavy Industries, a weapons company.
 - ☐ Something else:
-

TEAM ALLIES

Choose your team allies from this list:

- ☐ Kana Harlison, a cat burglar with a taste for helping out in a crisis. Stealth is their deal, but they can't resist stealing things if they get a chance.
 - ☐ Dalia Amin, a local community leader. They'll get cooperation from locals, whether it's taking cover or getting some manual labour done. They want you to look after the community, too.
 - ☐ Sergeant Qeb Gomez, local law enforcement. He can keep the team aware of what the cops plan to do, and act as your liaison.
 - ☐ CAMBELL, the lab AI. Handles most background computation and maintenance tasks. Exceptionally good at creating virtual scenarios to test theories.
 - ☐ Dr Yos Sokha, a former colleague. Can provide research and data from different teams and different viewpoints.
 - ☐ Questerr and Wrexy, diplomats from a friendly alien civilisation. They're also concerned about your ongoing troubles, and sometimes provide you with rare resources or advanced technology.
 - ☐ Someone else:
-

TEAM MOVES

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

- ☐ **Scientific Method:** When the team **investigates a mystery**, they can ask one of the following questions in addition to the usual result: "Which of our ideas is wrong?" or "What weird energies or materials are present?"
- ☐ **Trial and Error:** When a team member rolls a 10+ on **kick some ass** or **protect someone**, you can choose to ask a question from **investigate a mystery** in addition to your normal option.
- ☐ **Repurpose Old Junk:** Once per session, ignore all but one requirement for **weird science** or any similar move.
- ☐ **Pattern Recognition:** Once per session, after a team member successfully **reads a bad situation**, they may ask "How do I ensure or prevent _____ happening?"
- ☐ **Button Mashing:** When presented with technology beyond your experience, work together to study it. Each team member who **helps out** gets +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). You get this one:

- ☒ **The Lab:** You have a well-stocked and extensive laboratory complex that can be used for **weird science** and high-tech **big magic**, and has space for all your gear and instruments. There's even some crash space for when you need to pull an all-nighter.

Then pick one of these:

- ☐ **Sensor Array:** Instruments allowing you to keep track of weird phenomena in the area.
- ☐ **Cutting-Edge Analysis:** Access to any current device (no matter how expensive).
- ☐ ☐ **Manufacturing Bays:** A blend of 3D printers and old-school assembly lines. You can build any test device or prototype you want (but no mass production).
- ☐ **Medical Bay:** You have high-tech medical facilities equivalent to staying in a hospital.
- ☐ **Unobtainium:** You have access to a unique resource, allowing extreme science. Pick a name and use for the resource, and a research area that it helps you with. Consider all work in that area enhanced by the resource.
Resource: _____,
Area: _____.
- ☐ **More Unobtainium:** Select another special resource you have access to and the research area it helps with.
Resource: _____,
Area: _____.
- ☐ **Even More Unobtainium:** Select another special resource you have access to and the research area it helps with.
Resource: _____,
Area: _____.
- ☐ **Vehicle Bay:** The lab has a small fleet of vehicles. Describe a standard sort of ground vehicle and a single air vehicle.
- ☐ **Housing:** Each team member has comfortable and secure housing, either a small house or a comfortable condo. In either case, they're loaded with tech.
- ☐ ☐ **Containment:** The lab has facilities to keep live creatures or dangerous materials securely contained.
- ☐ **Custom:**

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

Pick one of these styles (and the associated improvement 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

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.

NOTES

ENEMIES

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:
-

TEAM MOVES

Choose your team moves from this list. You start with one. 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). 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.
- ☐ ☐ **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.
- ☐ **Custom:**

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: _____

SUBURBAN WATCH GROUP:



"I don't think Mr Higgins' prize-winning garden is entirely... natural. Also, have you noticed the number of missing pet notices along that street?"

This is a group of hunters who began as regular folks looking out for their local neighbourhood or town. It emphasises relationships outside of monster hunting and a focus on normal life as well as your adventures.

On the surface, the SWG is a normal neighbourhood watch group, but you came to realise that the real problems here are monsters and the supernatural, not regular criminals. Your hunters are the core members of the SWG who know what's really going on.

GETTING STARTED

- Pick your style (and associated improvement question).
- Pick a starting team enemy, ally, move, and assets.
- Walk the streets. Keep an eye out for evildoers.

NOTES

IMPROVEMENT

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.

STYLE

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

- ☐ **Thrown in the Deep End:** You started out knowing nothing about the supernatural, and you're still catching up. At the end of each session, ask: "Did we learn something new about the supernatural world?"
- ☐ **Protectors:** It's all about looking after people. At the end of each session, ask: "Did we prevent harm in our community?"
- ☐ **Cosy Coven:** You were never strangers to the supernatural, but nobody else suspects it. At the end of each session, ask: "Did we help with our supernatural powers, undetected?"
- ☐ **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.

ENEMIES

Choose your team's chief nemesis:

- ☐ The Pale Man, the powerful and malevolent ghost of a mass murderer who lived here a long time ago.
 - ☐ All the ghouls. A big cemetery nearby attracts their attention.
 - ☐ Bradshaw, a property developer who wants to rebuild the city—by any means necessary.
 - ☐ Discord, goddess of chaos and disorder.
 - ☐ A conspiracy of vampires trying to take over your community.
 - ☐ Something else:
-

TEAM ALLIES

Choose your team allies from this list:

- ☐ Asani, an old and knowledgeable witch.
 - ☐ Petersen, a police officer. Community-minded, they know you help people out and they help you too.
 - ☐ Red, cafe/bar/restaurant manager. You're always welcome in their place, and they hear a lot of gossip.
 - ☐ The SWG, an ally team. These are newer members of the SWG. They can patrol, report events, and help people to safety. They're not ready to take on monsters directly.
 - ☐ The sports club, an ally team. What sport do you all play? The other club members will do you a favour now and then. Useful for getting information from organisations you don't have direct access to.
 - ☐ Someone else:
-

TEAM MOVES

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

- ☐ **Earned Trust:** People in your community know you, and know you mean well. They'll generally believe what you tell them. If you ask them to do something for their own safety, they usually go along with it.
- ☐ **Familiarity:** When you're checking out something in your community, you'll always recognise right away if something has changed in an out-of-the-ordinary way. You can pick up things like a house suddenly quiet, a new tree in the park, or a stranger working at the corner store.
- ☐ **Domestic Wardings:** You know how to protect houses from evil supernatural influences. All your homes are warded, and you may ward others too. It's a **big magic** ritual requiring 24 hours, all the hunters, and a number of protective items that must be placed around the house. The wardings might be broken eventually by a concerted attack.
- ☐ **Backyard Allies:** You've made friends with some feral or wild animals that are smarter than normal—perhaps modern nature spirits? In any case, they can scout and spy for you, and it's unlikely anyone will pay attention to them. They might ask you for favours too, now and then.
- ☐ **Craft Circle:** Whenever you need a physical item as a magical requirement, you can craft a substitute together. All the hunters must take part, and you'll need a few hours. You can replace one requirement per spell this way.
- ☐ **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:

- ☐ ☐ **Oracle Stone:** A mystical scrying gem. At the beginning of each mystery, you may consult it—ask any question. The Keeper will answer with something true and useful, but they may make the answer difficult to understand.
- ☐ **Individual Transport:** A regular car, motorbike, or bicycle for every team member.
- ☐ **SWG Radio Network:** A set of devices that allow you to easily talk to the rest of the SWG (as well as the base stations at your homes/the SWG headquarters).
- ☐ ☐ **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.
- ☐ ☐ **Sacred Site:** A place outdoors that has a reservoir of magical power. The Keeper always considers this site when a magical ritual requires a particular place.
- ☐ **Workshop:** A big space for craft and repair projects, with plenty of tools and materials.
- ☐ **Infirmery:** You have access to a doctor's surgery or other suitable first aid office. You may use it for regular treatment of injuries, no questions asked.
- ☐ **Innocent Front:** You have access to a regular business or institution. This means that your monster hunting hijinks can be concealed to an extent from your friends, family, and colleagues. For example: a cafe, a library, an antique store, etc.
- ☐ **Regular Jobs:** You have access to a place of employment for any of the hunters who need it. You earn enough to cover regular day-to-day expenses, and there's time to fit in monster hunting around your hours.
- ☐ **Custom:**

SWIPE TO SLAY:



"Please rate Jezebel's presentation, attitude, and handling of your issue."

"1 Star, refused to send ghost to haunt my neighbour who leaves recycling in my driveway."

It was only a matter of time before someone made an app with bounties for completing monster hunts. But who's behind the app? And of course, you can't trust it.

Almost all hunters are suited to this team, although those with organisations behind them—like the Initiate or Professional—may be out of place.

GETTING STARTED

- Pick your style (and associated advancement question).
- Create the app.
- Pick a starting team enemy, ally, move, and assets.
- Download the app and take a gig.

THE APP

How did you learn about it? Each hunter answers for themselves:

- From a spam email.
- It was just there on your phone one day.
- You saw it in the app store.
- From an ad while watching a stream.
- You thought it was an ARG.
- A friend recommended it.
- Something else:

Why did you start using it? Each hunter answers for themselves:

- You were a customer first.
- It listed a hunt you were already doing.
- No, really, you thought it was a video game.
- It was a joke!
- You needed the money.
- It sounded exciting.
- Something else:

What are the clients like?

Pick three:

- ☐ They're surprised to see us
- ☐ Entitled and irritating
- ☐ In desperate need
- ☐ Often dead
- ☐ Skeptical and disbelieving
- ☐ Curious and excited
- ☐ Grateful and appreciative
- ☐ Suspicious and shady
- ☐ Not human
- ☐ Something else:

Pick two good things about the app:

- ☐ Good support staff
- ☐ Clear mission parameters
- ☐ Good pay
- ☐ Discounts on gear
- ☐ Strong community
- ☐ Medical insurance
- ☐ Good intel
- ☐ Something else:

Pick two bad things about the app:

- ☐ Cutthroat community
- ☐ Obscure mission requests
- ☐ Uncaring "support" staff
- ☐ "Trial by fire" approach
- ☐ Terrible pay
- ☐ Expensive gear
- ☐ Misleading intel
- ☐ No medical coverage
- ☐ Something else:

What do you suspect may be behind the app? Pick two:

- ☐ Eldritch entities
- ☐ A greedy tech-bro
- ☐ Chaos witches
- ☐ A well-meaning spirit
- ☐ Odin
- ☐ Vengeful ghosts
- ☐ An organisation wanting deniable assets
- ☐ Destiny
- ☐ Something else:

IMPROVEMENT

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.

STYLE

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

- ☐ **Side Racket:** The team uses the app to get some extra money. At the end of each session, ask: "Did the app interfere with the rest of our lives?"
- ☐ **Already Doing It:** You're hunters with or without the app, but it provides more support. At the end of each session, ask: "Did the app help us save or protect someone?"
- ☐ **Can't Escape:** From the moment you opened it, it became impossible to escape from the app. At the end of each session, ask: "Did we learn something new about the app?"
- ☐ **Fight the Power:** The app provides independent monster hunters a chance to go up against the established system. At the end of each session, ask: "Did we stick it to the big, evil, monster hunting corporations?"
- ☐ **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.

ENEMIES

Choose your team's chief nemesis:

- ☐ All Faerie have chosen to torment the hunters, you don't know why.
 - ☐ An evil rival app pays people to create curses and monsters.
 - ☐ The Crimson Key, an ancient order of mages seeking to control society
 - ☐ The app itself. It has nefarious, hidden purposes.
 - ☐ An ancient prophecy speaks of the end of the world, connected to glowing crystal rectangles.
 - ☐ Saunders Enterprises, a corporation seeking to collect and control the supernatural.
 - ☐ Something else:
-

TEAM ALLIES

Choose your team allies from this list:

- ☐ Nak Shimma, a regular client. Is he really that unlucky? Anyway, he's researching the app.
 - ☐ "The Derision of the Crest's Edge," a benign slime demon who's interested in the app and loves to talk about it.
 - ☐ Alamo Rick, a traditional hunter who doesn't trust the app. He can give some monster hunting help.
 - ☐ Brother W. Adisu, a big priest with a gentle soul. Provides grounded advice both practical and ethical.
 - ☐ Sketch and Sykoking, another hunting team on the app who sometimes reach out to compare notes.
 - ☐ Frank Keep, a computer security specialist who has been digging into the app and has concerns.
 - ☐ Someone else:
-

TEAM MOVES

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

- ☐ **Thanks for the Rating:** Mark one team experience when the customer is satisfied. Also, each Hunter takes +1 forward whenever a customer makes the situation worse in some way.
- ☐ **Chekhov's Incident:** At the beginning of each mystery, players can suggest what went wrong in an off-screen case ("incidents"), then roll +("incidents"). On a 10+, once per mystery, a team member may use a Luck without marking one off. On a 7–9, each hunter can get +1 forward during the mystery. On a miss, something from that case causes problems in this one. The Keeper tracks incidents to bring up threads in this or future mysteries.
- ☐ **Substitutions:** Based on past experiences with making do, once per session, each team member may suggest a substitution for a normal requirement for a basic Weird move or **big magic**.
- ☐ **Double Booked:** When the team *reaches out to other hunting teams*, they can roll +Charm. On a 7+, they secure reinforcements or information. On a 7–9, they'll take a hit to either pay or reputation. On a miss, the team they reach out to is unable to help or tries to steal the job.
- ☐ **Back Channel:** You know someone in the central office. When you take a job, they'll let you know any details the bosses or algorithm concealed about the situation.
- ☐ **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:

- ☐ **Never Offline:** Smartphones or other devices can always connect to the app even when your phone has no bars or internet. This includes the community forum and support line.
- ☐ **Transportation:** Each member of the team has their own method of transportation. A car, truck, motorcycle, or van.
- ☐ ☐ **Mobile Base:** A large vehicle set up as a field base, with room for your gear and pull-out beds.
- ☐ ☐ **Dimensional Positioning System:** The app provides maps wherever you are: another planet, another dimension, in the past or future, whatever.
- ☐ **The CMS:** An information database collects mystery information. It's searchable and extensive. Unfortunately, the only oversight is other app users.
- ☐ **Inventory:** A big stockpile of mundane gear that might come in handy during a hunt.
- ☐ **Arcane Inventory:** A hefty collection of charms, amulets, and ritual materials that might be useful.
- ☐ **Headquarters:** You've taken over an abandoned commercial space to use as a central hub. It has room for all your gear and room to sleep.
- ☐ **Suspicious Housing:** A creepy app-sponsored dorm that gives the hunters a place to stay, but you're certain they're watching you.
- ☐ **Order History:** The team has easy access to extensively detailed reports of any job done through the app.
- ☐ **Custom:**

THRILL-SEEKERS:



"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:

NOTES

IMPROVEMENT

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.

STYLE

Pick one of these styles (and the associated improvement 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 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.

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 your team allies from this list:

- ☐ 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. You start with one. 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.
- ☐ **Custom:**

TOURING BAND:



"Another town, another soundcheck, another monster, another gig, another flight, another town..."

This team is a band, eternally on tour. Everywhere you have a gig booked, it seems like something bad is going down. Between sound check and putting on the show, you gotta deal with whatever is eating people in this town.

GETTING STARTED

- Pick your style (and associated improvement question).
- Come up with a band name.
- Pick a starting team enemy, ally, move, and assets.
- You have half an hour before we fly to the next city. Soundcheck at 7, you're on at 8

NOTES

IMPROVEMENT

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.

STYLE

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

- ☐ **Rock:** At the end of each session, ask: "Did we lay the smackdown on some evildoers?"
- ☐ **Punk:** At the end of each session, ask: "Did we fight for the downtrodden?"
- ☐ **Pop:** At the end of each session, ask: "Did we look awesome?"
- ☐ **Metal:** At the end of each session, ask: "Did we battle gloriously?"
- ☐ **Hip-hop:** At the end of each session, ask: "Did we improve things for the local community?"
- ☐ **Folk:** At the end of each session, ask: "Did we learn about local history and folklore?"
- ☐ **Country:** At the end of each session, ask: "Will that make a great story, later?"
- ☐ **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.

ENEMIES

Choose your team's chief nemesis:

- ☐ Alpha, an immortal werewolf.
 - ☐ White Travellers, ghosts that feed on natural, joyous emotions of people and leave people content with a humdrum life.
 - ☐ Ancient Purity, an occultist/fascist death metal band. They would be your enemies even without their abuse of mystical powers.
 - ☐ The Man, a new god of authority, order, and following the rules.
 - ☐ The Sanguine Circle, a conspiracy of vampires with cells in many cities and towns.
 - ☐ Something else:
-

TEAM ALLIES

Choose your team allies from this list:

- ☐ Carlos, a roadie. They can do pretty much anything with reasonable competence.
 - ☐ Charity, an occultist. She can tell you about mystical stuff you find and sometimes get you weird old items.
 - ☐ Dr An Seulgi. She can help patch you up if you get hurt, and provide “special” prescriptions as long as you don't abuse them too badly.
 - ☐ Eldritch Records, your label. You can hit them up for a little money, legal help, or contact details for folks in the music business.
 - ☐ Your fan club, an ally team. They're keen to help, but they're mainly just a bunch of kids (possibly kids in their late teens or early twenties, but still).
 - ☐ Someone else:
-

TEAM MOVES

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

- ☐ **Hit It!** If you all have your instruments ready, start playing one of your songs. Everyone and everything within earshot pauses for a moment.
- ☐ **Sacred Songs of Power:** You may substitute “play a mystical song” for any one **use magic** or **big magic** requirement. For **use magic**, one person needs to perform the song. For **big magic**, it must be at least two of you.
- ☐ **Famous:** You're well known. Everywhere you go, you may call up your fans. They are a temporary ally group, type: backup (motivation: to stand with you). There will be a lot of them, but they're just regular people—good at creating a distraction but not fighting monsters.
- ☐ **In the Groove:** When you're engaged in desperate physical action, and you describe how your move sets up another member of the band, they take +1 forward.
- ☐ **Healing Vibe:** Whenever the band plays a gig (no matter how big or small—there just needs to be an audience), each band member and every member of the audience either unmarks unstable or heals 1-harm.
- ☐ **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:

- ☐ ☐ **Tour Bus:** A truck or bus with bunks, your gear, and mystery investigation supplies on board.
- ☐ **Individual Transport:** A fancy car, motorbike, or bicycle for every team member.
- ☐ **Home Venue:** You have a regular booking at a venue, and get on well with the owners. You're always welcome there, and can be sure to find fans or friends there whenever it's open.
- ☐ ☐ **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, practice, and cook.
- ☐ ☐ **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.
- ☐ ☐ **Private Jet:** You have a more-or-less fancy private jet (and crew) at your disposal.
- ☐ **Studio:** You have your own recording studio and record label. It's either a big house in the country or big slice of a building in the city. It's equipped with gear and staff. This is a good place for any other location-based assets to live.
- ☐ **Cameras and Recording Gear:** You have a big collection of cameras and other recording devices that you can use during your investigations. Your crew also includes people who can operate them for you.
- ☐ **Custom:**

WHISTLEBLOWERS:



"We're the good guys and we work with other good guys to hunt down monsters. But now we're not sure if the other good guys are really good and if we should, maybe, hunt them too?"

All the hunters in your team are members of a monster hunting organisation, and you start suspecting there's something fishy about this group. This team playbook shares many elements of the Initiate and Professional playbooks because it essentially represents playing an entire team of Initiates and/or Professionals. You shouldn't choose those playbooks when playing as the Whistleblowers—unless the Keeper agrees some characters belong to a different organisation as well, which might make the situation even more messy.

GETTING STARTED

- Pick your style (and associated improvement question).
- Pick a starting team ally.
- Customize the organisation.
- Pick your starting team move and assets.
- Snoop around the boss's office while they're in a meeting.

TEAM ALLIES

Choose your team allies from this list:

- ☐ LOLweb, a hacker. They track the organisation's web activity and try to hinder it but don't believe in monsters.
- ☐ Faruq, an office worker in the organisation. He also feels there's something wrong but is too afraid to act openly about it.
- ☐ Grethel, a government official. She keeps track of various supernatural occurrences and organisations that deal with them.
- ☐ Organisation ex-members. Each of them has seen a bit of bad things that happen there and can help you piece together the bigger picture.
- ☐ Independent hunters. Far less experienced than you but sometimes can do things you can't due to being observed by the organisation.
- ☐ Someone else:

NOTES

IMPROVEMENT

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.

STYLE

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

- ☐ **Inquisition:** You believe your organisation isn't rotten to the core, it just has a few rotten apples. At the end of each session, ask: "Is the organisation better now?"
- ☐ **Redemption:** You were once part of the organisation's shady dealings but are disgusted by them now. At the end of each session, ask: "Did we repay part of the harm we caused as organisation members?"
- ☐ **Revolt:** You've recently understood the organisation is rotten to the core and should be terminated. At the end of each session, ask: "Are we closer to destroying the organisation?"
- ☐ **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.

THE ORGANISATION

This team playbook doesn't have a standard team enemy section. Their focus is, instead, on the organisation itself. You create the details about your organisation, choosing options from the following lists. Things you suspect can pertain either to the organisation as a whole or to an influential group within it. At least two of the things you suspect are true; the Keeper decides which ones.

Official goals (choose one or two):

- | | |
|---|---|
| <input type="checkbox"/> Slay monsters | <input type="checkbox"/> Research paranatural phenomena |
| <input type="checkbox"/> Contain monsters | <input type="checkbox"/> Keep monsters and magic secret |
| <input type="checkbox"/> Govern safe use of magic | |
| <input type="checkbox"/> Research monsters | |

Goal you suspect (choose one):

- | | |
|--|--|
| <input type="checkbox"/> Training an army of monsters | <input type="checkbox"/> Keeping all magic to themselves |
| <input type="checkbox"/> Creating new monsters | <input type="checkbox"/> Taking over the world |
| <input type="checkbox"/> Stealing the monsters' powers | <input type="checkbox"/> Destroying the world |

Official resources (choose two):

- | | |
|--|---|
| <input type="checkbox"/> Ancient lore | <input type="checkbox"/> Rigorous training |
| <input type="checkbox"/> Modernised | <input type="checkbox"/> Offices all over the place |
| <input type="checkbox"/> Chapters everywhere | <input type="checkbox"/> Good intel |
| <input type="checkbox"/> Secular power | <input type="checkbox"/> Support teams |
| <input type="checkbox"/> Rich | |

Suspected resources (choose one or two):

- | | |
|--|---|
| <input type="checkbox"/> Demonology | <input type="checkbox"/> Manipulated cultists |
| <input type="checkbox"/> Necromancy | <input type="checkbox"/> Bribed officials |
| <input type="checkbox"/> Deals with monsters | <input type="checkbox"/> Sacrificing members |
| <input type="checkbox"/> Manipulated minions | |

Obvious flaws (choose one):

- | | |
|---|---|
| <input type="checkbox"/> Tradition-bound | <input type="checkbox"/> Poor |
| <input type="checkbox"/> Paranoid and secretive | <input type="checkbox"/> Bureaucratic |
| <input type="checkbox"/> Closed hierarchy | <input type="checkbox"/> Hostile superiors |
| <input type="checkbox"/> Strict laws | <input type="checkbox"/> Take-no-prisoners policy |
| <input type="checkbox"/> Mystical oaths | <input type="checkbox"/> Live capture policy |

Suspected flaws (choose one or two):

- | | |
|---|--|
| <input type="checkbox"/> Tradition-bound | <input type="checkbox"/> Tyrannical leaders |
| <input type="checkbox"/> Paranoid and secretive | <input type="checkbox"/> Hostile superiors |
| <input type="checkbox"/> Closed hierarchy | <input type="checkbox"/> Protects member criminals |
| <input type="checkbox"/> Mystical oaths | |
| <input type="checkbox"/> Total obedience | |

TEAM MOVES

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

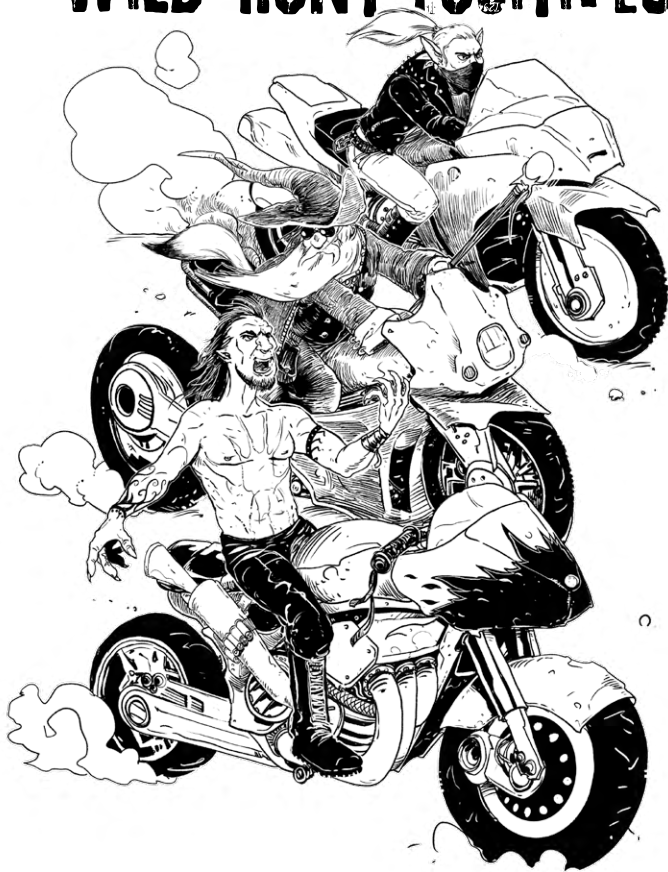
- ☐ **Something Rotten:** When **investigating a mystery** and rolling a 7+, you can ask “How does this relate to the bad things I suspect about my organisation?” in addition to one of the usual questions.
- ☐ **Organisation's Help:** When you ask for the organisation's help—gear, intel, or personnel—tell your superiors why you need it and roll +Charm. On a 10+, you get what you asked for. On a 7–9, you get it, but sooner or later the organisation will check up on you. On a miss, they don't give it to you and someone in the organisation learns of your true intentions if you didn't state them.
- ☐ **Specialised:** Each of you can get +1 to a single rating (maximum +3) at the cost of –1 to a different rating (minimum –2).
- ☐ **Coordinated:** Training in the organisation made you especially adept at helping each other. Your team holds 3 at the beginning at each mystery. Each of you can spend 1 to get +1 forward to **help out** and give the one you help +2 instead of +1 if your move is successful.
- ☐ **Power Dynamics:** Add “Who's the boss here?” and “Who doesn't want to be a part of this?” to the list of your questions for **read a bad situation** and **investigate a mystery**.
- ☐ **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 fancy car, motorbike, or bicycle for every team member.
- ☐ **Office Space:** Private offices in the organisation's headquarters.
- ☐ ☐ **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. The organisation knows about it but has no direct influence over it.
- ☐ ☐ **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.
- ☐ **Fake IDs:** Fake government IDs.
- ☐ **More Fake IDs:** Fake organisation IDs for other members or different jobs.
- ☐ **Cameras and Recording Gear:** Miniature cameras and recording devices.
- ☐ **Custom:**

WILD HUNT FUGITIVES:



"It was their biggest mistake to let us go. They've created the perfect enemies for themselves. One day, sooner rather than later, the Wild Hunt will be hunted."

You joined or were abducted by the Wild Hunt. You gained some supernatural skills while riding with it, but then escaped it. Now you use your experience to hunt monsters, evade the Hunt, and—maybe—destroy it one day.

GETTING STARTED

- Decide the history between you and the Wild Hunt.
- Pick your style (and associated improvement question).
- Pick a starting team ally, move, and assets.
- Stay wary, that sounded like howls on the wind.

THE WILD HUNT

This team playbook doesn't have a standard team enemy section. Instead, their focus is on the Wild Hunt itself.

You were part of the Wild Hunt, a group of violent fey and spirits riding the world and striking fear into the hearts of people.

WHO RIDES WITH THE HUNT?

Choose any from the following and maybe add your own:

- | | |
|---------------------------------|-------------------------------------|
| <input type="checkbox"/> Elves | <input type="checkbox"/> Wraiths |
| <input type="checkbox"/> Trolls | <input type="checkbox"/> Banshees |
| <input type="checkbox"/> Demons | <input type="checkbox"/> Werewolves |
| <input type="checkbox"/> Other: | |

The Wild Hunt has a leader, probably a king or a queen. Give them a name or a title:

Choose or invent their impressive powers, at least two:

- | | |
|---|--|
| <input type="checkbox"/> Grant immortality | <input type="checkbox"/> See destinies |
| <input type="checkbox"/> Grant lycanthropy | <input type="checkbox"/> Set destinies |
| <input type="checkbox"/> Steal emotion | <input type="checkbox"/> Control weather |
| <input type="checkbox"/> Grant sentience to animals | |
| <input type="checkbox"/> Grant sentience to weapons | |
| <input type="checkbox"/> Other: | |

WHY WERE YOU A PART OF THE WILD HUNT?

Each player can choose a different answer:

- I was kidnapped by the Hunt.
- I sold my soul to the Hunt.
- I wanted to ride with the Hunt.
- I'm a supernatural creature who's a part of the Hunt.
- Something else:

Then all of you escaped, sick with the Hunt's atrocities or their treatment of you. (See next page.)

IMPROVEMENT

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.

STYLE

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

- ☐ **Vengeance:** You want to become strong enough to destroy the Wild Hunt one day. At the end of each session, ask: "Did what we do bring us closer to destroying the Wild Hunt?"
- ☐ **Compassion:** You don't want others to suffer as you did. At the end of each session, ask: "Did we risk our freedom to protect someone else's?"
- ☐ **Homelessness:** You want to have normal lives one day. At the end of each session, ask: "Did we put some effort into making our lives more normal?"
- ☐ **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.

HOW DID YOU ESCAPE?

- ☐ With a clever plan.
 - ☐ By sheer luck.
 - ☐ With outside help.
 - ☐ Thanks to a loophole in your fae contract.
 - ☐ Something else:
-

THE WILD HUNT KEEPS LOOKING FOR YOU. HOW DO THEY DO IT?

Choose two ways:

- ☐ They give other monsters
-
- in exchange for information.
- ☐ They track the internet, but they can't monitor one part of it:
-
- ☐ They can see you when you're outside in one type of weather, namely
-
- ☐ They sense you when you **use magic** unless you take a precaution, namely
-
- ☐ Something else:
-

WHAT WILL THE WILD HUNT DO IF THEY FIND YOU?

- ☐ Kill you.
 - ☐ Torment you.
 - ☐ Make you join the Hunt again.
 - ☐ Make you slaves.
 - ☐ Something else:
-

TEAM MOVES

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

- ☐ **Always on the Run:** When you enter a new location, one of you can ask either "What's the best way to hide here?" or "What would be the best way to escape from here?" When you act on the answers, you get +1 ongoing, just as if it were a **read a bad situation** question.
- ☐ **You Can't Take Us:** Once per mystery, each of you can treat a **protect someone** roll as if you rolled a 12.
- ☐ **Ride with the Thunder:** When you race against someone having a comparable speed, you always win. When you race against someone faster or against the Wild Hunt, you can **use magic** to win anyway.
- ☐ **Sense of the Hunt:** When a monster hunts a mortal in the area where you are (up to about 2 miles), you sense it, but without any details. You can **read a bad situation** to get more info on this situation, but if you fail, you get -1 ongoing to helping the hunted mortals.
- ☐ **Legend Amongst Monsters:** Each of you can **manipulate** monsters as if you had the **Dark Negotiator** move. If you fail an **investigate a mystery** move, the monster learns it's investigated by those who escaped the Wild Hunt.
- ☐ **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.

TEAM ALLIES

Choose your team allies from this list:

- ☐ Soyfly, a pixie. She knows a lot of recent gossip about the Wild Hunt.
 - ☐ Althea, a private aviator. She believes the sky should be free for everyone, not just some creepy horsemen.
 - ☐ Caragh, a banshee. She once rode with the Hunt and now helps other fugitives, but never reveals how she escaped.
 - ☐ New Start, an NGO that helps refugees. They focus on political and war refugees, but allow you to use their facilities.
 - ☐ The Savage Ride, the Wild Hunt's rivals. They'll do anything to hinder the Hunt, but are violent and fickle themselves.
 - ☐ Someone else:
-

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.
- ☐ **Fae Horses:** One for every team member. They fly, but if people start gossiping about flying horses, the Wild Hunt will surely hear of this.
- ☐ **Map:** A map of the Wild Hunt's activities.
- ☐ ☐ **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. The Wild Hunt won't learn about this base unless you stay there for a very long time.
- ☐ ☐ **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.
- ☐ **Disguises:** A set of disguises.
- ☐ **Diversions:** A box of smoke bombs and other distractions (0-harm close obscure vision).
- ☐ **Fae Cosmetics and Makeup:** Better than anything humans can produce.
- ☐ **Custom:**