

Monster of the Week

Hardcover Edition

EHPoo60

Role Playing Game

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Format 6"x9" black & white hardcover, 344 pages

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The Ten-Second Pitch

Monster of the Week is an action-horror RPG using the Apocalypse Engine.

Target Market

- Fans of "Amnesty" from the popular podcast *The Adventure Zone*
- Fans of urban fantasy and sci-fi monster series like *Buffy*, *Supernatural*, the *X-Files*, the *Dresden Files*, and *Fringe*
- Fans of the previous edition of *Monster of the Week*
- Fans of the *Apocalypse World* system
- Gamers looking to tell a complete story in a 2-4 hour session

Up-Sells & Cross-Sells

- *Tome of Mysteries* [EHPoo46]
- Games based on the Apocalypse Engine, including *Thirsty Sword Lesbians* [EHPoo69] and *Apocalypse Keys* [EHPoo59]
- Urban fantasy and sci-fi books, comics, and games like *Buffy*, *Supernatural*, etc.

Selling Points

- A hardcover update replacing the softcover edition as the new core book in the *Monster of the Week* line.
- Adds two playbooks: the Snoop and the Spooktacular.
- Adopts phenomena mysteries, alternative weird moves, and other rules options from *Tome of Mysteries* into the core book for the line.
- Character and team options allow the game to be customized to fit a variety of urban fantasy and sci-fi tropes
- Be a high school slayer, government agent, or road-tripping monster hunter—all with this one book
- An easy-to-use system based on the Apocalypse Engine
- Includes two complete mysteries to make for easy pick-up-and-play
- Easily customizable for one-shot games or a long-term campaign



A MONSTER LURKS IN THE SHADOWS...

Most people don't believe in monsters, but you know the truth. They're real, and it's your task to bring them down. This **hardcover edition** of *Monster of the Week* brings that adventure to life.

Monster of the Week is a standalone action-horror RPG for 3-5 people. Hunt high school beasties a la *Buffy the Vampire Slayer*, travel the country to bring down unnatural creatures like the *Supernatural* Winchester brothers, or head up the government investigation like Mulder and Scully.

This book contains everything you need to tackle Bigfoot, collar a chupacabra, and drive away demons. In this hardcover edition, you'll find:

- Character creation rules to bring your hunter to life and create a cohesive hunting team, including fourteen ready-to-go hunter types ranging from the Snoop to the Spooktacular, the Monstrous to the Divine.
- A stand-alone system based on the easy-to-use Powered by the Apocalypse engine.
- Eight core moves to investigate and deal with monsters.
- Thorough mystery-creation tools and two ready-to-play mysteries.
- Example monsters like Balkan vampires, ghouls, and spore trolls.
- Rules options to expand the scope and change the flavor of your game to fit the weekly monster story you've always wanted to see, including phenomena-type mysteries and alternative weird abilities.

**Grab the fireplace poker and open your spell book.
That monster's going down!**

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