

Monster of the Week The Codex of Worlds

EHP0061

Role Playing Supplement

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The Ten-Second Pitch

Codex of Worlds is an expansion for *Monster of the Week* featuring *new rules* and *new settings*.

Target Market

- Fans of *Monster of the Week* especially those looking for additional settings and support material
- Fans of urban fantasy and sci-fi monster series like *The Nevers*, *Grimm*, *The Witcher*, or *Stranger Things*
- Fans of "Amnesty" from the popular podcast *The Adventure Zone*
- Gamers looking to create their own campaigns for *Monster of the Week*, inspired by pop culture or their own imagination

Up-Sells & Cross-Sells

- *Monster of the Week* [EHP0060] and *Tome of Mysteries* [EHP0046]
- Games based on the Apocalypse Engine like *Apocalypse Keys* [EHP0059] and *Thirsty Sword Lesbians* [EHP0069]
- Urban fantasy and sci-fi books, comics, and shows

Selling Points

- 15 Team playbooks provide new rules to unify player characters both mechanically and thematically
- Team playbooks cover a wide range of party concepts, from Agents In Black to Touring Band and more
- Five series frameworks offer fresh settings for *Monster of the Week*, complete with threats and a sample Mystery for each
- Settings cover a variety of genres and alternate timelines, from victoriana to sword & sorcery to prehistoric action and more
- Guidance on incorporating Safety Tools into your game
- New optional rules for non-lethal play
- A new type of adventure: the Atonement Mystery
- In-depth advice on creating your own custom setting

YOUR TEAM GETS STRONGER, THE WORLD GETS WEIRDER...

In the **Monster of the Week** roleplaying game, hunters must solve all manner of mysteries before they can save the day. **The Codex of Worlds** unites your team of hunters with new Team rules and takes your game to new worlds and alternate timelines.

Codex of Worlds requires **Monster of the Week** to play. In this supplement, you'll find 15 different Team playbooks to give your characters new allies, new moves, and new assets in their battle against supernatural evil. Don your suit and sunglasses as Agents In Black, patrol the veil between worlds as Guardians of the Borderland, or guard the galaxy as part of the Interdimensional Crisis Team. All together over a dozen different options let you team up in a wide variety of genres.

For game masters, five new series frameworks give you new settings and alternate timelines to explore. Journey into the prehistoric world of **Bone Spear**, sort out the occult secrets of **This Strange Old House**, and open the portals to even more fantastical realms beyond earth.

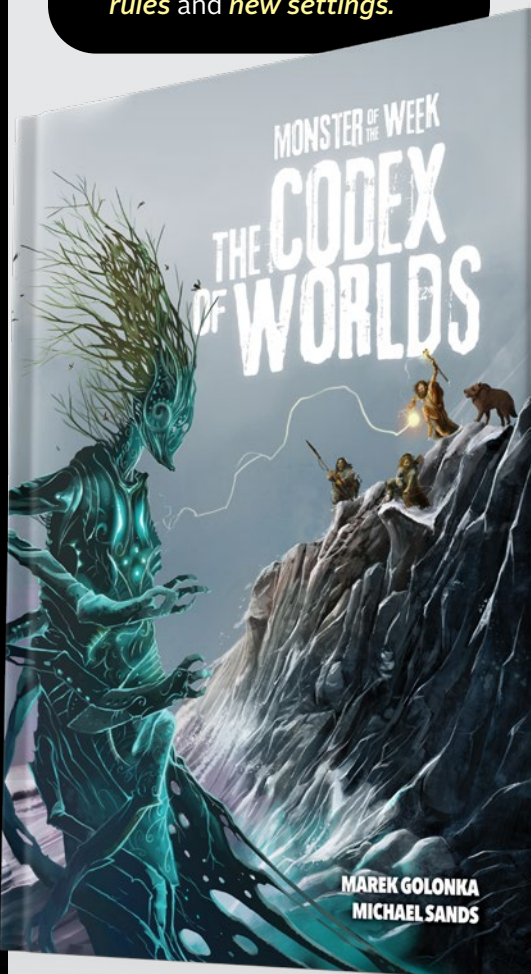
Each series framework includes game tweaks, new Threats, and an introductory Mystery to get you started. Or take inspiration from your own sources and use the advice inside to build your own world!

THE CODEX OF WORLDS. THE MOVES ARE BIGGER, THE STAKES ARE HIGHER, AND THE WORLD GETS WEIRDER!

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