

# Monster of the Week: Tome of Mysteries Hardcover Edition **EHP0063**

## Role Playing Supplement

**ISBN** 978-1-61317-208-7

**MSRP** \$35.00

**Format** 6"x9" black & white hardcover, 276 pages

**SKU** EHP0063

**Release** Dec 4 2023

### The Ten-Second Pitch

*Tome of Mysteries* is a supplement for *Monster of the Week* featuring *new rules* and *ready-to-play mysteries*.

### Target Market

- Fans of "Amnesty" from the popular podcast *The Adventure Zone*
- Fans of urban fantasy and sci-fi monster series like *Stranger Things*, *Supernatural*, *Grimm*, *Dresden Files*, and *Fringe*.
- Fans of *Monster of the Week*, especially those looking for additional support material
- Fans of the *Apocalypse World* system

### Up-Sells & Cross-Sells

- *Monster of the Week (Hardcover Edition)* [EHP0060]
- *Codex of Worlds* [EHP0061]
- Powered By The Apocalypse games like *Apocalypse Keys* [EHP0059] and *Thirsty Sword Lesbians* [EHP0069]

### Selling Points

- A **hardcover update replacing the softcover edition** as the new version of *Tome of Mysteries* in the *Monster of the Week* line. (Interior content remains same as softcover; we're just discontinuing the softcover.)
- 29 new mysteries that you can "drag and drop" into your ongoing campaign, spanning a wide variety of horror subgenres and tones. You're just one quick pick away from having just the mystery you need for tonight's game!
- Four new playbooks expand Hunter options for *Monster of the Week*.
- Tons of GM focused advice, including ideas for generating new mysteries and customizing the game for one-shot and convention play.

### OPEN THE TOME—IF YOU DARE!

In the *Monster of the Week* roleplaying game, hunters must solve all manner of mysteries before they can save the day. The *Tome of Mysteries* expands their options—and magnifies their peril—with a wide variety of GMing advice, essays, rules, and mysteries from the *Monster of the Week* "Roadhouse Regulars" online community.

*Tome of Mysteries* requires *Monster of the Week* to play. In this supplement, you'll find:

- Eight alternative Weird Moves that go beyond Use Magic.
- Four new Hunter playbooks: The Gumshoe, the Hex, the Searcher, and the Pararomantic.
- Support for weird phenomena type Mysteries like those found in *Fringe* or *The X-Files*.
- Tips and techniques used by experienced Keepers.
- 29 fully detailed mysteries ready to drop into your game.

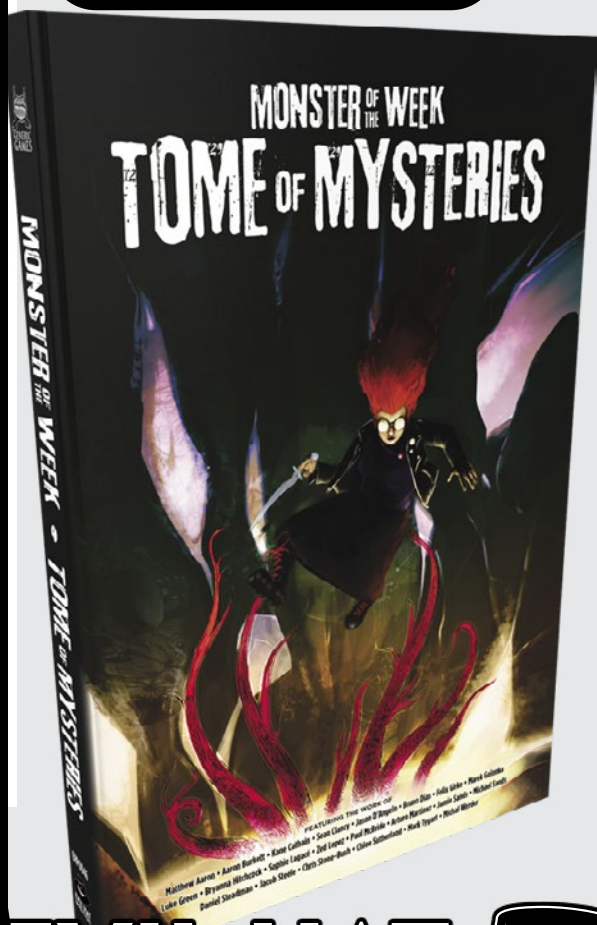
**Grab your friends and your gear.**

**It's time to unlock the Tome of Mysteries!**

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