

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.

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- 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.

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- 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?
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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:**
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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:**
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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:
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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:
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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:

- 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:**
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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?
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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:
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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:
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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:

- 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:**
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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:
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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:
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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:

- 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:**
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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

Improve me nt 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 wrath 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

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

Bad things

- Alienating
 - Poor
 - Big social inequality
 - Shameful past
 - Nothing worth sightseeing
 - Highly polluted
 - Shady politics
 - Other: _____
- No prospects for the future
 - Shady military bases
 - Gangs that terrorize the entire region
 - Believed to bring bad luck
 - Struck by a powerful curse

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:** _____

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:**
-

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:**
-

SUBURBAN WATCH GROUP:



NOTES

"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.

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.
 - Infirmary:** 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:**
-

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):

- Slay monsters
- Contain monsters
- Govern safe use of magic
- Research monsters
- Research paranatural phenomena
- Keep monsters and magic secret

Goal you suspect (choose one):

- Training an army of monsters
- Creating new monsters
- Stealing the monsters' powers
- Keeping all magic to themselves
- Taking over the world
- Destroying the world

Official resources (choose two):

- Ancient lore
- Modernised
- Chapters everywhere
- Secular power
- Rich
- Rigorous training
- Offices all over the place
- Good intel
- Support teams

Suspected resources (choose one or two):

- Demonology
- Necromancy
- Deals with monsters
- Manipulated minions
- Manipulated cultists
- Bribed officials
- Sacrificing members

Obvious flaws (choose one):

- Tradition-bound
- Paranoid and secretive
- Closed hierarchy
- Strict laws
- Mystical oaths
- Poor
- Bureaucratic
- Hostile superiors
- Take-no-prisoners policy
- Live capture policy

Suspected flaws (choose one or two):

- Tradition-bound
- Paranoid and secretive
- Closed hierarchy
- Mystical oaths
- Total obedience
- Tyrannical leaders
- Hostile superiors
- Protects member criminals

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:**
-