

# Monster of the Week Hunter's Journal

## EHP0072

### Role Playing Supplement

**ISBN** 978-1-61317-212-4

**MSRP** \$40.00

**Format** 6"x9" black & white  
hardcover, 376 pp

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### The Ten-Second Pitch

*Hunter's Journal* provides advice and story arcs for every official hunter playbook published for *Monster of the Week*.

### Target Market

- Fans of *Monster of the Week*, especially those looking for ways to customize the narrative arc of their character
- Fans of urban fantasy and sci-fi monster series like *Stranger Things*, *Warehouse 13*, *Hellboy*, *Lockwood & Co.*, or *Welcome to Nightvale*
- Fans of the "Amnesty" series from the popular podcast *The Adventure Zone*
- Gamers looking for inspiration for new antagonists, Mysteries, and bizarre phenomena to use in their *Monster of the Week* game

### Up-Sells & Cross-Sells

- *Monster of the Week* [EHP0060]
- *Tome of Mysteries* [EHP0063]
- *Codex of Worlds* [EHP0061]
- *Slayer's Survival Kit* [EHP0073]
- *Apocalypse Keys* [EHP0059] which uses the same engine and has a *Hellboy* theme.
- Urban fantasy and sci-fi books, comics, and shows

### Selling Points

- Two hunter stories for all 33 official playbooks, offering antagonists and challenges themed to each character type
- For game masters: entry points, threats, mysteries, and more to help elaborate on each hunter story
- A list of principles for each playbook helps the keeper present engaging and appropriate challenges for their group
- Tips and advice covering common issues with various playbooks, plus ways to rethink and extend each one
- Story beats enable players to track and advance the narrative arc of their character
- Guidance on adapting and designing your own custom hunter stories
- Altogether 376 pages of narrative options, mysteries, abilities, tips, advice, and more!

### STEP INTO THE SPOTLIGHT

Every good hunter knows the key to tackling a tough mystery is teamwork. But sometimes, you want to delve into your own story.

The *Hunter's Journal* lays out a new series of personalized threats, story beats, and entanglements. These **hunter stories** will push your character to the limit, redefine and expand who they are, and reshape how they think of themselves.

Crack open the *Journal* and pick one of your playbook's hunter stories—there's **two** for every one of the **thirty-three** official *Monster of the Week* playbooks—and a framework of tools stands ready to get the action started.

Whether you're a Chosen trying to escape their destiny or a Professional being headhunted by a rival agency, the *Hunter's Journal* offers up customizable **entry points**, **hunter choices**, and **resolution moves** for every player to tailor to their specific tastes.

**On the Keeper side**, each hunter story comes with threats, phenomena, locations, and a countdown to keep the drama moving. Plus there's dedicated guidance on crafting and adapting **your own hunter stories** if inspiration takes you down a different road.

Inside you'll find **advice** covering various issues that can crop up in play, **hunter-specific principles** to make sure every team member faces engaging and relevant challenges, and ways to rethink and expand each playbook.

**The Hunter's Journal.**

**Step out of the shadows and find out what you're really made of.**

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