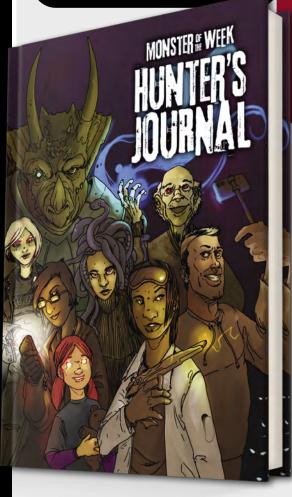
# Monster of the Week Hunter's Journal EHP0072

# **Role Playing Supplement**

ISBN	978-1-61317-212-4
MSRP	\$40.00
Format	6"x9" black & white
	hardcover, 376 pp
SKU	EHP0072
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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*.



PRODUCTIONS

#### **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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